

ESCAPE FROM MONKEY ISLAND



Jo Ashburn

primagames.com





Prima's Official Strategy Guide

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Chapter 1: Introduction

How to Use This Book



We know why you're here. We're all pirates, after all, and it's only fair that we help each other sneak past the authorities with a few secrets and shortcuts. That's what this book is for. We've been there, matey, and we know all the tricks. Stick with us, and it will be smooth sailing.

But we know there are all types of pirates. Some of you like a challenge, and only want an occasional hand. Some of you like to coast and have all the goodies handed to you. No problem. We offer full-service pirate assistance.

If you want to take the helm and consult only when times get rough, check out Chapter 4: Hints and Chapter 7: Inventory. These have specific solutions for specific puzzles. Pick what you need.

If you're still new to the voyage and want another hand at the wheel, then try Chapter 6: Walkthrough. It's clearer than any treasure map, tells you exactly what to do throughout the game, and is cleverly written to amuse you.

Speaking of maps, we've got those, too—meticulously labeled to guide you through every landscape. For a diversion on those long days at sea, we've included the lowdown on the characters and a selection of *Escape from Monkey Island*™ art. We're taking care of you.

General Strategy

Look at everything, pick up everything, and talk to everyone. When you're stuck on a puzzle, consider its nature. If you are trapped in a room, for example, everything you need to get out will be in your inventory or in the room.

Chapter 1: Introduction

If anyone is in the room with you, explore all the dialogue options with them. They'll either give you the hints you need, the objects you need, or make it possible for you to get what you need.

If you can wander around and are reasonably sure you've picked up everything you can, try talking to people again. Sometimes puzzle solutions are concealed in alternate dialogue choices. Following lines of conversation that seem irrelevant may get you the information you need. If not, you'll at least get a good laugh.

Finally, remember it's a game—not a college entrance exam. You're supposed to have fun. Relax, explore, try weird stuff. If you get hopelessly stuck, go have a sandwich, then try again. Because you were perceptive enough to buy this book, you can always fall back on the last resource of a true pirate. You can cheat.



Chapter 2: Background



Chapter 1: Background

A Brief Synopsis of the Earlier Life of Guybrush Threepwood (with Thanks to Earlier Chroniclers Judith Lucero and Sarah Reeder)

It all started on Mêlée Island, where Guybrush first met Governor Elaine Marley, the love of his life, and first encountered the (then) Ghost Pirate LeChuck. Guybrush, a wannabe pirate, had come to the island to learn his trade from the Three Important Pirates who oversaw all pirate activity.

They gave him three tasks: he had to prove himself in treasure hunting, sword fighting, and burglary. Treasure hunting was almost ridiculously easy. He bought a map and a shovel and found the treasure.

Sword fighting was a little harder. He had to defeat Carla, the fearsome Swordmaster of Mêlée Island™. Guybrush was swordless and utterly without experience. Buying a sword was easy, but before the Swordmaster would take him on, our hero had to train with the scornful Captain Smirk and win several duels with lesser foes.

Along the way, he paid his first visit to the mysterious and unnamed Voodoo Lady, whose advice and mystical powers would so help him in the years to come. He found her advice both puzzling and disturbing (not unusual with the Voodoo Lady).

But it was at thievery that Guybrush really sailed into the maelstrom of Fate, for the object he was to steal was the invaluable Idol of Many Hands—from the mansion of Governor Elaine Marley.



To gain entrance, Guybrush had to drug the vicious piranha poodles guarding the Mansion. Here, too, he encountered Sheriff Fester Shinetop, the Ghost Pirate LeChuck in clever disguise.

The last thing the disguised LeChuck wanted was a handsome young living pirate stealing Elaine away.



Shinetop caught Guybrush red-handed and was ready to arrest him when the governor intervened and claimed she'd given the idol to Guybrush. The governor was smitten with this inept young seafarer.



Guybrush, dazzled by her beauty, could only utter incomprehensible strings of consonants. The governor, mistaking his incoherence for aloofness, showed him the door. Fester Shinetop was waiting on the other side.

He confiscated Guybrush's sword, tied him to the Idol of Many Hands, and threw him off the Mêle Island™ docks.

Believing he'd disposed of a troublesome rival, LeChuck returned to the infernal regions beneath Monkey Island™, where his spectral crew and Ghost Ship waited to return to Mêle and capture Elaine.



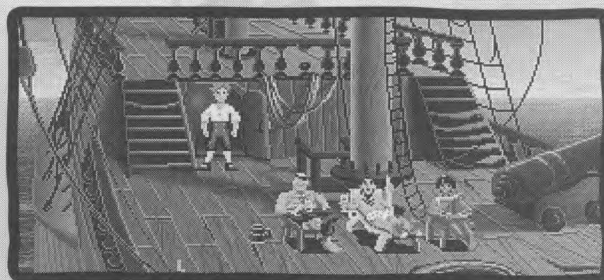
However, Guybrush Threepwood could hold his breath for a full 10 minutes. This gave him enough time to compose his mind and realize that all he had to do to escape his predicament was pick up the idol and climb the ladder to the dock.

Chapter 1: Background

He rescued himself just in time to see the Ghost Ship sail away to Monkey Island™, with Elaine on board. Examining the taunting note LeChuck left behind, Guybrush realized he had to get a ship and a crew and rescue the woman of his dreams.

Unfortunately, most of the pirates on the island were thoroughly intimidated by LeChuck. The only crew members Guybrush could scare up were Carla the Swordmaster; Otis, a prisoner in the Mêlée Island™ jail; and Meathook, a semi-recluse with a pathological fear of parrots.

It was in procuring a ship that Guybrush first encountered Stan the Super Salesman. Stan sold Guybrush a rickety old tub, one of the few ever to return from the mysterious Monkey Island™.



Captain Threeewood's crew was less than cooperative. This, along with a profound ignorance of his destination's location, thoroughly depressed him. He retired to his cabin. There he found the log of the previous captain of the *Sea Monkey*, who apparently had reached Monkey Island by accident after consuming a strange meal.

A search of the captain's quarters revealed a bizarre recipe. Guybrush, believing the dinner somehow was the key, followed the recipe exactly. The fumes overcame him, and he lost consciousness.

When he awoke, the *Sea Monkey* was off the shore of Monkey Island™. Stan had neglected to provide rowboats, but the resourceful Guybrush solved the problem by firing himself from the ship's cannon onto the shore.

Guybrush found Monkey Island™ a strange and wondrous place.

The hermit, Herman Toothrot, held the key to one of Monkey Island's™ secrets.



The vegetarian cannibals (including a young Lemonhead) left memos on embossed stationery all over the island. They told him of the pirates' subterranean lair beneath the Giant Monkey Head that was their sacred site. They gave him the eerie Head of the Navigator to guide him through infernal under-island realms to the Ghost Ship.

The cannibals had sworn vengeance on LeChuck for defiling their sacred site and for stealing their Voodoo Root—the key ingredient in a magical elixir that destroyed ghosts.



Guybrush descended through the mouth of the Giant Monkey Head to wander the bowels of hell searching for his true love. The only way to conquer LeChuck was to find the Voodoo Root, return it to the cannibals, and obtain the spook-dissolving fluid.

This he managed, but when he returned to attack the ghost crew, he found LeChuck had returned to Mêlée Island™ to marry Elaine.



Although Guybrush stopped the wedding, it looked as if LeChuck had the upper hand. He used his ghostly might to punch Guybrush all over the island. Only the fortuitous discovery of a substitute root beverage enabled Guybrush to destroy LeChuck. Or so he thought.

Without the threat of LeChuck, Elaine found Guybrush's callowness grating, and the couple parted.

Chapter 2: Background

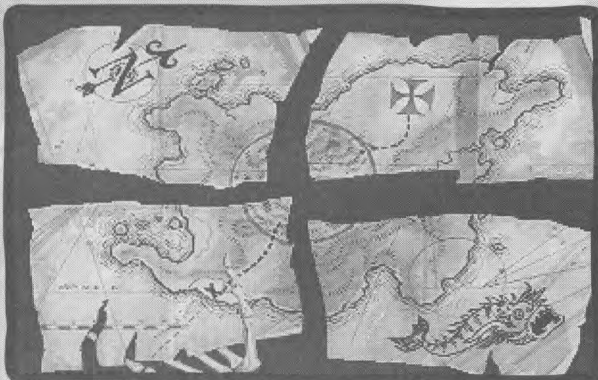
Years later, Guybrush sought the legendary pirate treasure, Big Whoop, on Scabb Island. He'd arrived with a great deal of money, but soon lost it all to the thug Largo LaGrande, who had all of Scabb under his thumb.

Again, Guybrush turned to the Voodoo Lady, who had relocated there. She taught him how to make a voodoo doll. In assembling the doll, Guybrush became acquainted with many colorful denizens of Scabb Island. Captain Dread, the Rasta captain, promised Guybrush transportation off Scabb when Largo was defeated.

And Guybrush felt an instant rapport with Wally, the cartographer. Here, at last, was someone even wimpier than Guybrush. He also worked for a while at a local bar, where a certain combination of drinks thickened your spit.

Uppermost in his mind, however, was making the doll and getting his money back from Largo. Unfortunately, Guybrush revealed to LaGrande that he'd defeated the Ghost Pirate, little knowing that LaGrande was LeChuck's first mate.

When Largo demanded proof, Guybrush whipped out a fragment of LeChuck's beard. Largo grabbed it and ran off, cackling, into the night. He swore to resurrect his former captain as a zombie.



The Voodoo Lady confirmed this. Guybrush's only hope for defeating LeChuck, she said, lay in discovering Big Whoop. But the map to Big Whoop had been torn in four pieces and dispersed among three islands.

Guybrush later learned that Elaine's father, Captain Marley, had drawn the map, divided it, and given a piece to each of the other three members of his crew—first mate Rum Rogers Sr., cook Rapp Scallion, and young Lindy, the cabin boy.

The treasure supposedly lay buried on Dinky Island. Years later, Guybrush found that Dinky was an offshore “suburb” island of Monkey Island, connected to it by a subterranean tunnel. The map led to the tunnel entrance.

At the time, however, Guybrush was concerned solely with recovering the map pieces. On Phatt Island, the corrupt Governor Phatt, another toady of LeChuck's, imprisoned him. LeChuck had put a price on Guybrush's head, and the corpulent governor wanted the money to keep himself in bacon and beans.



Guybrush escaped, but while on the island encountered a young fisherman who gave him a wager: If Guybrush could bring back a bigger fish than the fisherman's fish, the fisherman would give him his pole.

Guybrush tracked down Rum Rogers Sr. and asked about the map, but Rogers wouldn't converse unless beaten in a drinking contest. Guybrush couldn't handle his brand of grog. He had better luck at the Phatt Island Casino, where he won a ticket to Elaine Marley's Mardi Gras party. These days she was governor of a nearby island named “Booty”.

Naturally, he set sail at once.

At Booty Island, a comely captain named Kate Capsize distributed handbills advertising her glass-bottomed boat excursions—way out of Guybrush's price range. But he took the handbill with her picture on it.

In a local store, he found, of all things, one of the map pieces for sale—at an astronomical price. The storekeeper offered to

Chapter 1: Background

trade it for the figurehead from the sunken ship, the *Mad Monkey*. Guybrush picked up a few odds and ends, including a saw and a mirror, but realized he needed a lot more money than he had.

In a coffin store on Booty Island, Guybrush again encountered Stan, now peddling used coffins. Guybrush was about to walk away when he noticed a skeleton crypt key hanging on the wall. Rapp Scallion was buried with his map piece on Scabb Island.

Stan would never give him the crypt key. Guybrush looked at Stan in the coffin and started humming "If I Had a Hammer." He'd seen a carpentry shop on Scabb. He vowed to return better equipped.

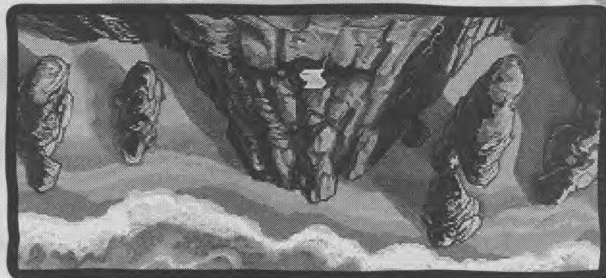
A spitting contest on Booty Island offered fabulous prizes. Guybrush thought the spit-thickening drinks from Scabb might help, but he was in a hurry to see Elaine. The invitation entitled him to a free costume, so he checked the costume store and picked it up—a pink tutu. Suddenly he was a little less eager to meet Elaine....

His shyness increased when he arrived at her Mansion and saw how huge it was. He wandered the grounds and into the kitchen, where the chef was preparing a huge fish. The chef chased him, but Guybrush eluded him, ducked back into the kitchen, and grabbed the fish.

Confident he would win the fishing pole back at Phatt Island, Guybrush joined the party. Immediately his attention was riveted by the framed and mounted map piece hanging over the fireplace.

His reunion with Elaine could wait. Guybrush grabbed the map and ran out the door. He didn't know Elaine's dog, Little Guybrush, was trained to howl if he smelled the map piece. The gardener trapped Guybrush and brought him before the governor, who was none too pleased to see him.

Our hero had almost won her over when he mentioned the map piece. Elaine, heart-broken that her love seemed more interested in treasure than in her, threw it out the window, and an errant breeze blew it over a cliff.



Guybrush pursued the other map leads, having lost both his love and her map piece. He returned to Scabb Island, where he got the drinks he needed and sawed off a sleeping pirate's wooden leg to create a carpentry emergency. When the carpenter left his shop on the house call, Guybrush grabbed a hammer. He set sail for Booty Island and nailed Stan in his coffin.



But when he returned to Scabb and investigated the crypt, Guybrush discovered several coffins there, none labeled. Instead, a revealing quote identified the inhabitant of each coffin.



Guybrush remembered having seen the book *Famous Pirate Quotations* in Governor Phatt's mansion, so back to Phatt Island he went.

While there he picked up his fishing rod prize and looked scornfully at a wanted poster with his

picture. If *he* could collect the reward, he could buy a bottle of near-grog to drown his sorrows.

Then he remembered the Scabb Island bartender telling him that Kate Capsize always cleaned out his supply of near-grog. And *then* remembered he had to beat Rum Rogers Sr. at a drinking contest. Suddenly all the pieces fit.

Guybrush substituted Kate's picture from the handbill for the one on the wanted poster, waited until she was arrested, sneaked into the jail, and took the near-grog from her confiscated possessions. Then, pretending to be her friend, he freed her.

Next, he took the rum to Rum Rogers' place and defeated him. But there was no map. The sculpture outside usually held a telescope—perhaps *that* was the key.

Chapter 1: Background

He found the quotations book in Phatt's bedroom atop the sleeping governor. He substituted a book he'd checked out from the local library. It was *Great Shipwrecks*, and it gave the location of the wreck of the *Mad Monkey*.

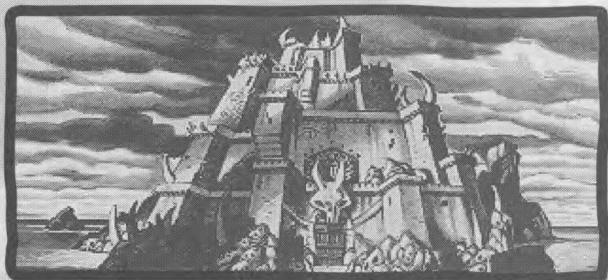
First, however, Guybrush wanted to get his first map piece from the crypt. He returned to Scabb Island. When he opened Scallion's coffin, he found only ashes. Someone had cremated Rapp—and possibly the map as well. Guybrush was crestfallen.



Then he remembered having seen an “Ash to Life” potion at the Voodoo Lady's International House of Mojo. Sure enough, she had the voodoo remedy, and Guybrush restored the dead cook to (temporary) life. After running a little errand for Rapp (the French-fried chef had left the burners on at his Steamin' Weenie Hut), our hero acquired his first map piece.

It was time to return to Booty Island and check on the map piece that had wafted off the cliff—and enter the spitting contest. With the spit-enhancing beverage and a little honest cheating, Guybrush won a plaque with real spit on it.

He sold it for enough money to book a voyage on Kate's boat. He remembered the location of the *Mad Monkey*, and, using his ability to hold his breath for 10 minutes, dove down and retrieved the figurehead. The second map piece was his.

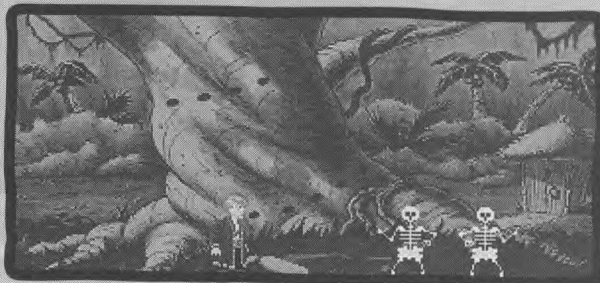


Meanwhile, unbeknownst to Guybrush, LeChuck had been revived at his fortress in the darkest part of the Caribbean. His forces were scouring the area for Guybrush. LeChuck knew he could not hope to win Elaine unless Guybrush was out of the picture.

The good news is that Guybrush was able to use his fishing pole to retrieve the map piece from over the cliff. The bad news is that a sea gull grabbed the piece before he could reel it in and flew away with it to a tree house on the other side of the island.

A single peg remained of the tree house's original peg ladder. A boat paddle hanging on the wall of Elaine's bedroom might serve. Guybrush fetched it and stuck it in the second hole, but as he started to climb, the paddle broke. He fell and struck his head.

While unconscious, he had a strange dream: The ghosts of his parents said they had a message for him, a song about bones being connected to one another. Having taken a sleep-learning course, he knew how to take notes while unconscious, and was able to record the song's words.



When Guybrush regained his wits, he took the broken paddle to the carpenter on Scabb Island and had it repaired. The he returned to Booty Island and the tree house—but the gull had secreted the map in a heap of other papers. Remembering Little Guybrush and his sensitive nose, Guybrush fetched the dog, who cheerfully dove into the pile and retrieved the missing piece.

Now there was only one map piece to go, and our hero was hopeful: He'd found a telescope in the tree house. He returned to Rum Rogers' house on Phatt and used the telescope with the statue.

The lens concentrated a beam of light that traveled through a window into the house. Guybrush examined the interior wall where the light fell, but he could find no hidden switch or loose brick. Then he realized the beam struck the empty center of a mirror frame. He inserted his mirror and found the secret switch that revealed the hiding place of the fourth and final map piece.

To piece the map together, Guybrush consulted an expert—Wally, the cartographer. Wally agreed to restore the map in

Chapter 1: Background

return for a Love Bomb from the International House of Mojo. (Wimpy cartographers often have trouble finding dates.) But while Guybrush was with the Voodoo Lady, she had a psychic flash: Wally had been kidnapped.

LeChuck would stop at nothing to keep Guybrush from finding Big Whoop.

But luck was with Wally and Guybrush. Outside the International House of Mojo, a large crate awaited delivery to LeChuck's fortress. Guybrush climbed inside and shortly arrived at the dread headquarters of the zombie pirate. He found Wally in the dungeon, and learned that its key lay in LeChuck's throne room.



LeChuck's maze-like fortress would have been impenetrable were it not for Guybrush's dream. His spectral parents' song was the key for decoding the odd bone insignias on the fortress doors. Guybrush made it to the throne room—but was captured before he could grab the dungeon key.

LeChuck planned a fiendish torture for Guybrush. He would boil Guybrush alive until only his bones remained, use his voodoo magic to preserve the bones' life force, and then make them into a chair. He would delight in using the chair just to hear Guybrush scream. Wally would become a hassock.

It took all his ingenuity for Guybrush to escape. In their flight, he and Wally stumbled into an unlighted part of the fortress. Guybrush struck a match to reconnoiter, and was horrified to see he was in the powder room—not the bathroom, the *powder* room, filled with dynamite and gunpowder. He was even more horrified when the match flew from his trembling fingers into an open case of dynamite.

Somehow Guybrush survived the explosion and landed on Dinky Island—where Big Whoop was supposed to be. He'd almost

lost hope when again he encountered the garrulous Herman Toothrot. A helpful parrot that had belonged to Captain Marley showed him the way to the tunnel that led to Big Whoop. And once more LeChuck was waiting.



This is where the accounts get confused. Guybrush thought he'd vanquished LeChuck using the voodoo doll, but in reality LeChuck cast a spell on Guybrush, returning him to childhood. Guybrush believed he was on an excursion with his parents and his brother Chuckie, but Guybrush actually was trapped in LeChuck's Carnival of Doom. Except somehow he escaped.

Guybrush's next adventure hardly began auspiciously. He was floating in a car from a carnival ride (presumably at Big Whoop) with no clear idea of how he got there. He drifted into a battle between LeChuck, who was attacking a fort, and Elaine, who was leading the forces defending the fort.



Rather than rescuing Elaine, Guybrush was captured by LeChuck and tossed in the hold guarded by his former friend Wally the cartographer, who for some reason had decided to join LeChuck's crew.

Guybrush also ran into Murray, the demonic talking skull, who was bobbing in the water near LeChuck's ship. Guybrush didn't have much time for chatter. LeChuck was about to fire off a deadly voodoo cannonball.

Chapter 1: Background

Guybrush managed to get LeChuck to drop the cannonball, blowing up the ship and LeChuck. The next thing he knew, he was in the treasure hold of the ship at the bottom of the bay.

Being a pirate, it was natural he would try to take some of the booty with him when he escaped. He just picked the wrong item: a cursed voodoo diamond ring. When he got to shore and found Elaine, he offered it to her as an engagement ring. When she put it on, she turned into a gold statue. It looked like it might be a long engagement.

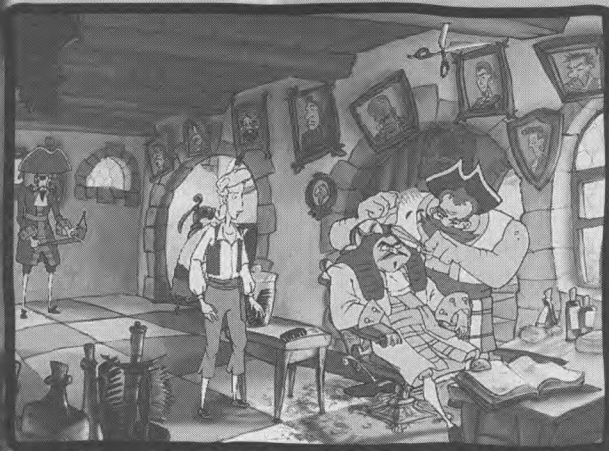
Guybrush sought out the Voodoo Lady for advice (she had conveniently relocated to this new island, Puerto Pollo).

She suggested that he first check on an unguarded gold statue on an island full of pirates. Sure enough, Elaine had been statue-napped by the pirates of Danjer Cove.



The Voodoo Lady told him only a ring of equal value would lift the curse. The only place he could find such a ring was on Blood Island™. But first he needed a map, a ship, and a crew.

Downtown Puerto Pollo was an amazing place. Before Guybrush found all he was looking for, he had to deal with pirate Shakespearean actors, pirate barbers, and pirate banjo duelists.



He also had to deal with a crazy first mate on a ship where the rest of the crew were monkeys, including the captain.



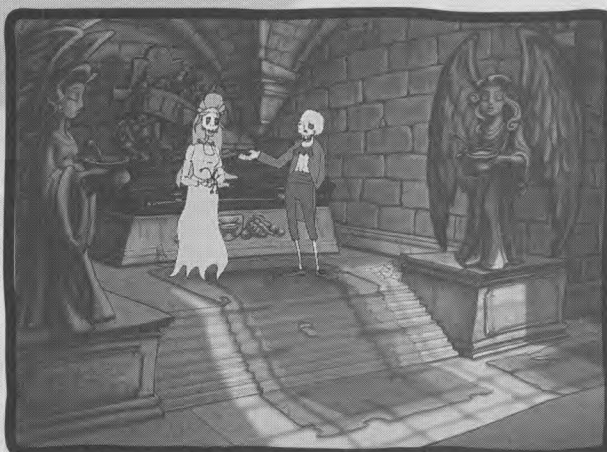
Chapter 1: Background

But the most bizarre part of the quest was getting the map. He had to peel the tattooed skin off a sun worshiper at an exclusive beach club with a really snotty cabana boy.

At Blood Island™, his ship ran aground on the beach, requiring extensive repairs. Guybrush was on his own. He ran into Stan, who was selling life insurance, his old friends the cannibals of Monkey Island™, who had turned vegetarian, and an officious bartender named Goodsoup.

He also died several times...that is, he discovered a really good mickey that enabled him to be presumed dead and placed in the exclusive Goodsoup cemetery, where he met a ghost named Minnie. He also got to collect his own life insurance from Stan.

After Guybrush reunited Minnie with her long-lost ghost fiancé, she gave him the engagement ring he needed.



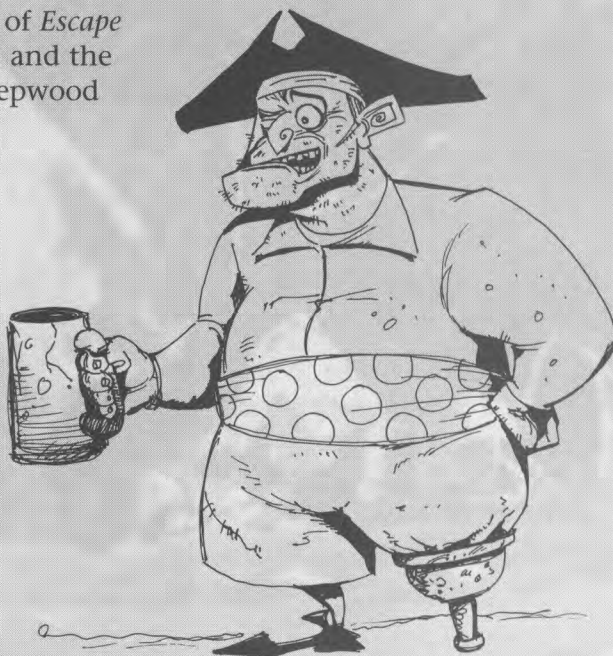
Unfortunately, she didn't have the diamond for it. That was on a nearby island, in the hands of a powerful smuggler named King Andre. Guybrush managed to win the diamond from him in a high-stakes game of poker.



No sooner did Guybrush replace the cursed diamond ring with the good one when LeChuck's goons jumped from the bushes and carried off both Elaine and Guybrush. Yes, LeChuck was back again, and operating out of the carnival on Big Whoop.

Guybrush managed to escape long enough to construct a deadly snow cone, which in combination with a keg of black powder, brought a mountain of ice down on LeChuck. Guybrush and Elaine were happily married, and sailed off on their honeymoon.

This is where the story of *Escape from Monkey Island™* opens, and the fourth volume of the Threepwood memoirs begins.



Chapter 3: Characters



Old Friends and Enemies

Elaine Threepwood-Marley.

Guybrush's Plunder Bunny. She is smart, sassy, brave, resourceful, cool in a crisis, an excellent swordfighter and strategist... in short, just the kind of pirate that Guybrush always wanted to be. For some reason, she finds his incompetence endearing. Go figure.



Charles L. Charles

(LeChuck). He's dead. He's undead. He's back from the dead. A ghost. A zombie. A demon. Who knows? But he keeps returning to curse Guybrush's existence. LeChuck's only motive is too marry Elaine. That would be kind of romantic, if he weren't a rotting Heck-damned sadist.

Chapter 3: Characters

The Voodoo Lady. She is mysterious, all-knowing, and always there when Guybrush needs advice. Does she have any other customers?

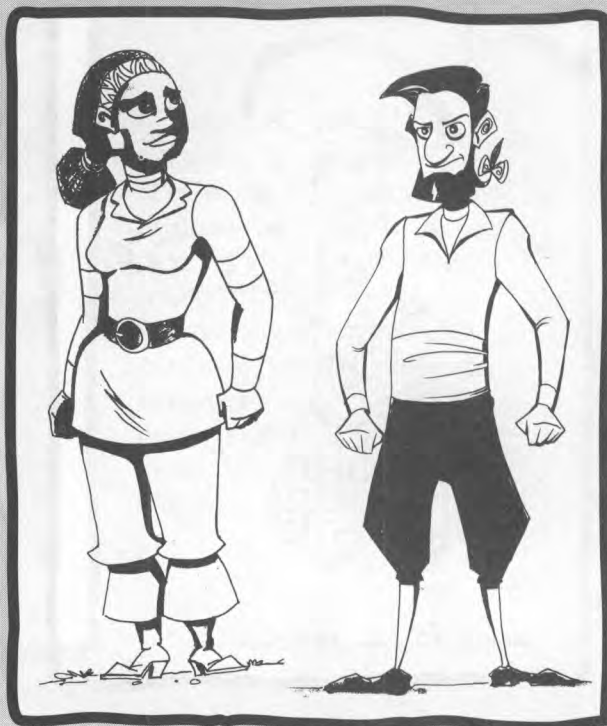


Stan. The super-salesman supreme. He has sold ships, cemetery plots, life insurance, and timeshares. In between episodes, he's sold aluminum siding, Ginsu knives, and a psychic friends consultation service. He really believes in his product (whatever it currently is), and just wants to make his buddy Guybrush happier by selling it to him. And he has such great taste in clothes.



Meathook. We have not seen him since *Monkey Island™ I*. He has the soul of an artist with a tragic history (in some ways similar to that of Pegnose Pete). He was a member of Guybrush's original *Monkey Island™* crew, but seems to have retained more affection for our hero than for Otis or Carla. His career as an artist is just taking off.

Otis and Carla. The other two members of the original *Monkey Island™* crew. There is not much to say about Otis. Even before his trip to *Monkey Island™*, Otis was a ne'er-do-well who spent most of his time in jail. Now he is a broken and shattered ne'er-do-well. Carla was the Sword-mistress, a prestigious occupation on an island where no day went by without a bout of Insult Sword Fighting. Now they are both looking for dependable civil service employment.



Chapter 3: Characters



Herman Toothrot (Horatio Torquemada Marley). Who would have thought (other than the game developers) that this goofy old pants-less castaway would turn out to be Elaine's grandfather, the former governor of Mêleé Island™?

And wait until you see his Gubernatorial Symbol...



Murray. The *eevill* demonic talking skull. Murray is biding his

time until he can lead the forces of Heck in conquering the world in the name of Evil. He keeps forgetting that not having a body might get in his way. It speaks well for Planet Threepwood that they ignored his little problem and employed the disabled.



Seagull. A former character actor in LucasArts games, there was a time when it seemed he was everywhere. Now he has come out of retirement for a small but significant cameo at the Plank Diving Competition.

New Friends and Adversaries



Ignatius Cheese. Owner of the SCUMM Bar and champion navigator. From the illustrious Cheese family, distant cousins of the Blood Island™ Goodsoups. Until beaten by Guybrush, Cheese was renowned on Mêlée Island™ as an Insult Arm Wrestler.

Ozzie Mandrill. The avaricious Australian. Actually more of a villain than LeChuck, who is merely a Heck-spawned ghost zombie demon pirate in love. Ozzie Mandrill is a real estate developer. And he hates pirates. He tried to kill Elaine's grandfather. Someone should squash him like a bug.



Chapter 3: Characters

Inspector Canard. The sole police force of Lucre Island™. Actually, it's pretty unusual for a pirate island to have a police force at all. Mêlée Island™ once had a sheriff, but it was LeChuck in disguise (long story). Anyway, Canard tries hard, but he is really understaffed. Frequently the suspect must accumulate the evidence himself if he wants to be proved innocent.



Jumbeaux LaFeet.

He's big and he's tough, but he's also a really sensitive guy...especially on the subject of his father. His pain runs deep. And what about those two parrots?

JoJo Jr. King of the monkeys in Monkey Town. He is a master of Monkey Kombat, and given to enigmatic Zen sayings. He also understands the inner workings of the Giant Ultimate Insult™. JoJo rules.



Chapter 4: Hints



There's always one, isn't there? Some frustrating little puzzle that makes you want to keelhaul the game designer, or at least make him swab the decks. But matey, they toss you in the brig for that sort of thing and a couple of years in the brig can really cut down on your enthusiasm for finishing a computer game. That's what the Hint Section is for...getting you through that one puzzle that has you throttling your parrot. So just page through and find the question that has you stuck. Now look at the answers...wait a minute, what's this? Some dastardly degenerate has stuck in several answers to each question. Which one is right? They all are.

This is a tiered hint section that is designed so that if you want to prolong the torture of figuring out a puzzle, we can help you. (No pirate worth his salt would turn down the opportunity to help torture someone.) The first answer to each question is a general push in the right direction. The second answer gives you more information, and so on to the last answer that tells you exactly what you need to know. Maybe.

You see, sometimes those rascally game designers have come up with really complex puzzles, and answering the first question only leads to a second, or a third. But if you really want the complete info, just keep reading down the questions, and all will be revealed eventually. Some questions have very specific detailed instructions that are answered in special sections in the Walkthrough, in which case we have given you page number references. And if you get lost on an island, check the Maps section. Never forget, though, that for a pirate, torture is FUN.

Prologue

Guybrush is all tied up and he can't get loose.

1. There are no sharp objects within reach.
2. Elaine is too busy to untie him.
3. *But he doesn't need to be untied to save the day.*

What can he do to help out?

1. Whatever he does, he'll have to use his feet.
2. He should kick over the brazier of coals, then pick up a coal.
3. *He should then toss the hot coal at the loaded cannon on the right.*

Mêlée Island™ (1)

How can I stop the catapult?

1. Better to stop the catapult operator.
2. Or at least distract him.
3. *Maybe he would take a break if he had something to eat.*

Where can Guybrush get food?

1. This is a pirate town—no fancy restaurants or even burger franchises.
2. There is one place in town where pirates can get... nourishment.
3. *Try the SCUMM Bar.*

The drunk pirate won't let go of his snack.

1. He's pretty depressed about his birthday.
2. The only thing cheering him up is that balloon.
3. *Get rid of the balloon and he'll pass out.*

The drunk won't let go of his balloon.

1. You need to destroy it.
2. With a sharp object.
3. *The balloon can be punctured by one of the darts from the dart game.*

The dart players won't let me play.

1. Guybrush doesn't need to be the one who throws the dart.
2. He can get one of the dart players to throw the dart where he wants it to go.
3. *Look at the balloon then use dialogue path 1245 with the dart players.*

How can I get the dart players to join my crew?

1. You would have to get them away from the dartboard.
2. And that is impossible.
3. *There are better crewmembers elsewhere in the bar.*

How can I get I. Cheese to join my crew?

1. His principal concern is protecting the SCUMM Bar from the land developer.
2. And becoming a better Insult Arm Wrestler to defend his bar.
3. *Use dialogue path 13*12*11 with I. Cheese, then see instructions for Insult Arm Wrestling on p. 88.*

OK, I distracted the catapult operator with the pretzels. Now what?

1. You need to find some way to sabotage the catapult.
2. There is nothing on the Mansion grounds that will help you.
3. *Go to the harbor.*

I don't see anything around the harbor that would help with the catapult.

1. No luck with the grog machine, right?
2. And the Harbor Mistress is less than helpful.
3. *Pick up the inner tube and return to the Mansion.*

What do I do with the inner tube?

1. Go to the Mansion and look around for something unusual, other than the catapult operator and the catapult.
2. See the oddly shaped cactus near the Mansion? The one that looks like a slingshot?
3. *Use the inner tube with the cactus.*

note

In dialogues, you will be given several dialogue choices, and the numbers in this chapter refer to the dialogue choices in order from the top down. Therefore, dialogue 123 would mean use the first line, then the second line, then the third line. An asterisk (*) in a dialogue sequence means any dialogue line will do.

I got rid of the inner tube, but I can't get rid of the catapult.

1. You know how to distract the operator, right?
2. When he needs to adjust the catapult, he aims at the cactus.
3. So you need to find a way to mess with the catapult controls.
4. *Offer him a pretzel, then while he is gone, quickly mess with the catapult controls.*

I got rid of the catapult. Is the game over?

1. Remember what Elaine said to Guybrush.
2. He needs to go to Lucre Island™, to the lawyers, and to get there he needs two things.
3. *He needs a crew and a ship.*

How can Guybrush find a crew?

1. You have recruited I. Cheese, right?
2. He is the only crewmember from the SCUMM Bar.
3. *Try talking to the two loafers in front of the Mêlée Town Hall and recognizing them as members of the old Monkey Island™ crew.*

The two pirates at Mêleé Town Hall won't join the crew.

1. They went with Guybrush to Monkey Island™ before, and they are afraid he will strand them there again.
2. They need a powerful motive to sail with him.
3. *Something like a cushy government job contract.*

Where can Guybrush find a government job contract?

1. His wife is the governor of Mêleé Island™.
2. So he should find his wife.
3. *Both Elaine and the contract you need are in the Mansion.*

The pirates don't seem to appreciate the contract.

1. You've talked to them about joining your crew, right?
2. And Elaine signed the contract? She needs to sign it before it is valid.
3. *In that case, what you have there is a regular government job contract. You need a cushy government job contract.*

Where can I find a cushy government job contract?

1. All contracts are kept in the Mansion.
2. But the cushy ones are kept in a different part of the Mansion.
3. *Get the government paper off the china cabinet, look at it, then give it to Elaine to sign. Then give it to the pirates at Mêlée Town Hall.*

Where can I get a ship?

1. Ships are usually kept in the water.
2. Like at the harbor.
3. *Talk to the Harbor Mistress about getting a ship.*

The Harbor Mistress seems pretty uncooperative.

1. If you haven't got rid of the catapult yet, do that first.
2. The Harbor Mistress is a bureaucrat and only responds to governmental authority.
3. You need to talk to Elaine about getting a ship.
4. *Then show the Gubernatorial Symbol to the Harbor Mistress.*

Lucre Island™

So what can a pirate do on Lucre Island™?

1. Actually, quite a lot, but Guybrush has a mission.
2. Remember why he is here?
3. *He needs to talk to the lawyers before he does anything else.*

What is the story with the duck?

1. No story. It's just a duck.
2. But it is useful.
3. *Pick it up.*

I've talked to the lawyers, and got my letter. What now?

1. After you have read the letter, remember the lawyers gave Guybrush a good lead.
2. Guybrush needs to get the deed and the Marley heirlooms.
3. *They are in a safe deposit box at the bank. Ask the teller there about it.*

Who is this rude Australian guy in the bank?

1. That is Ozzie Mandrill, the land developer.
2. He is trying to buy up land all over the Caribbean, including the SCUMM Bar.
3. *Guybrush will be running into him a lot. For right now, the thing to remember is that he breaks his walking stick when he gets irritated.*

Guybrush is locked in the vault. How can I get him out?

1. All you need is there in the vault. Pick up everything in the room and in the safe deposit box.
2. The first step is to break off the bottom hinge.
3. You need something like a lever or crowbar.
4. *The old sword will do the job.*

How can I get the vault door open?

1. After removing the bottom hinge, you need to pry the door open.
2. The broken sword in the crack will start the job, but you need something that will expand the crack—something that will swell and increase in size.
3. Stuff all three sponges into the crack. Now you need something to expand the sponges.
4. *Pour the fine grog from the safe deposit box on the sponges.*

How can I stop the perfume guy from spraying Guybrush?

1. You can't. But maybe he is trying to get Guybrush's attention.
2. You shouldn't ignore the perfume stand.
3. *While you are there, pick up one of the empty spritzers and the bottle of cologne off the left end of the stand.*

Can Brittany be of any help to Guybrush?

1. Not directly.
2. But it won't hurt to mention her name at one point.
3. *Mostly she is just fun to talk to.*

How can Guybrush get that voodoo thingy off his ankle?

1. It is there because Canard thinks Guybrush is guilty.
2. Guybrush needs three things to prove his innocence.
3. *He needs to find the real bank robber, his connection with the loot from the bank, and something that places him at the scene of the crime.*

How can Guybrush find the bank robber?

1. He can ask people about a no-nosed bandit. He may get clues that way.
2. But it is also good to examine the evidence Guybrush has already gathered.
3. *Look at the handkerchief, then smell it several times.*

What is special about the handkerchief?

1. It has the initials and scent(s) of the no-nosed bandit.
2. Guybrush needs to consult someone who knows about smells and pirates with missing body parts.
3. *He needs to talk to Deadeye Dave, the owner of the Palace of Prostheses.*

The perfume guy is no help with the handkerchief.

1. He only sells perfumes. He doesn't really understand scents.
2. You need someone with an extraordinary sense of smell.
3. *Try Deadeye Dave at the Palace of Prostheses.*

Deadeye Dave didn't seem to get much off the handkerchief.

1. He has a cold and needs a stronger scent.
2. You need to assemble a perfume that has a similar smell.
3. *And it wouldn't hurt to pick up an empty spritzer at the perfume stand to put it in.*

The handkerchief has a number of different smells. How do I figure out what I need?

1. Some of the scents overlap, and others are described strangely by Guybrush.
2. In fact you need four different scents and an empty spritzer from the perfume stand to put them in.
3. *These are a fish scent, a wood scent, a swamp scent, and a flower scent.*

Where can I find a fish scent?

1. There is only one place on Lucre Island™ that sells fish.
2. And that would be the Bait Shoppe.
3. *Use the empty spritzer with the free bait tank in the Bait Shoppe.*

Where can I find a wood scent?

1. You need a store that specializes in wood products.
2. Like the House of Sticks.
3. *After Ozzie leaves, pick up the wood shavings from his new walking stick and combine them with the spritzer.*

Where can I find a swamp scent?

1. You might try the swamp.
2. It is out of town and down the path that goes under the arch by the lawyer's office.
3. *Use the spritzer with the puddle in the swamp.*

Where can I find a flower odor?

1. There are no flowers in town.
2. You need to find a private residence.
3. *Follow the path out of town to Ozzie's House. Pick the flower by the fountain, and combine it with the spritzer.*

Now that my home-made perfume is complete, how do I use it?

1. Use it on a scent expert.
2. Take it to the Palace of Prostheses and use it on the owner, Deadeye Dave.
3. *Write down the name of Dave's best customer, and pay attention to what he tells you about the filing system.*

Where can I find Pongo, Deadeye Dave's filing monkey?

1. Dave told you Pongo has run off.
2. But maybe someone else can figure out the filing system.
3. *Guybrush can figure out the filing system—with your help.*

So how does this filing system work?

1. Each dial represents one initial in the customer's name, in order, from left to right.
2. The five faces on each dial represent segments of the alphabet.
3. *Face 1=A-D, Face 2=E-H, Face 3=I-M, Face 4=N-S, and Face 5=T-Z. Move the dials so that the face showing represents the alphabet segment that includes the name's first initial, and the second dial shows the second initial, etc. Then press the red button. If you do not get the directions to Pegnose Pete's house, check the dials again.*

How do I use these directions to Pete's house?

1. They tell you how to steer the raft through the swamp in the Mystes of Tyme.
2. But the raft and the directions aren't all you need, because these mystes move through time.
3. *You need a clock.*

Where can I find a clock?

1. You need to find someone on the island who cares about time...or at least about *duration*.
2. In tournament chess, you only have a certain amount of time to make a move.
3. *The chess players on the dock are using a clock to time their moves.*

How can I get the clock?

1. The chess players are very focused on their game.
2. They need to be distracted.
3. *The distraction has to divert their attention from the game long enough for Guybrush to grab the clock.*

I can't distract the chess players enough.

1. First distract the left-hand chess player.
2. Use dialogue *54 with him. If this does not distract him enough to miss a move, use line 4 again.
3. Now use dialogue *4 with the right-hand chess player. Here again you may have to repeat line 4. Once they start arguing, Guybrush can grab the clock.

I've got the clock, how do I get through the swamp?

1. Get on the raft and use the clock with the raft.
2. Look at the little clock displayed in the bottom right of the screen.
3. Match the time on the clock with an entry on the directions. Then go in the direction next to that time.
4. When you enter a new room, the time on the clock will change and you will need to repeat the process.

Guybrush has reached a gate in the swamp and run into himself.

1. Is this the first or second time he has run into himself? If it is the second, see the next question.
2. If it is the first, ask who he is and write down his answer. Then, talk to him.
3. Write down the number he gives you and unlock the gate. Leave the room by the route indicated on the directions.

Guybrush has reached a gate in the swamp and run into himself—again.

1. Give Guybrush the key, and give him the answer he gave you when you asked who he was.
2. Now, in your inventory, find the three objects he gave you. They appear in correct order, from left to right. Give him the first two items he gave you.
3. *Reply to his question with the number he gave you, then, when he opens the gate, leave the room according to the directions.*

I'm at Pegnose Pete's and I heard his conversation with Ozzie. I'm appropriately shocked. Now what?

1. You need to capture Pete and take him to the Hall of Justice.
2. He probably won't go willingly, and he may be a better fighter than Guybrush.
3. *You need to find a way to get him into the lobster trap.*

Pegnose won't leave his shack.

1. He might leave the shack if there were something in the shack he was afraid of.
2. Go back to town and talk to Freddie in the House of Sticks if you want to know what Pegnose is afraid of.
3. *Pick up the duck outside the Bait Shoppe and throw it through the window of Pete's shack.*

I got Pete out, but he just goes back into his shack.

1. You need to trip him up so he will land in the trap.
2. Something slippery might work.
3. *Use the chicken grease from the jail on the welcome mat.*

How can I establish that Pete was at the scene of the crime?

1. The evidence you need is inside the bank.
2. But the door is locked.
3. *You need to get in through the window on the side by the manhole.*

How can I get into the bank?

1. Try the manhole beside the bank.
2. Pry open the lid with the broken sword.
3. *Read what is written on the cover.*

How does what is written on the manhole cover help?

1. Write down the names.
2. Go into the Palace of Prostheses and ask for a gift. Say that you want a free one.
3. *When Dave tells his story, give him the names from the manhole cover.*

What am I supposed to do with this artificial skin?

1. It's very stretchy and it has hooks on it.
2. Use it as the manhole cover.
3. *Now jump on this home-made trampoline.*

Where is the evidence in the bank?

1. Climb down the ladder and pull the chain to turn on the lights.
2. Lights cast shadows, sometimes interesting ones.
3. *Climb back up the ladder and look in the last light fixture on the balcony. Then exit back out the window.*

Where can I find the loot from the robbery?

1. You need to find Pete, if you haven't already. If you have found Pete, remember the conversation between Ozzie and Pete.
2. Ozzie knows where Pete stashed the loot. If you get him rattled enough, he might lead you to it.
3. *Before you go to his house, pick up the bottle of cologne on the left end of the perfume stand. Trust me.*

How can I get Ozzie to show me the loot?

1. Accuse him of framing you with Pegnose Pete.
2. Tell him Pegnose Pete's Booty Showcase has lots of booty.
3. *Follow him out of the house and into the forest.*

I lost Ozzie's trail in the forest.

1. You need him to leave markers for you to follow.
2. His walking stick is the key.
3. *First you must get him to break his walking stick again.*

Just talking to Ozzie doesn't make him angry enough to break the stick.

1. Nope. Guybrush has to *do* something to make Ozzie angry.
2. Ozzie highly prizes his animal trophies.
3. *Use the cologne from the perfume stand on the pelt at Ozzie's feet.*

So Ozzie broke his cane. Now what?

1. Guybrush needs to find a way to make the walking stick leave a trail.
2. A trail of sawdust.
3. *Use the termites from the Termite Circus in the Bait Shoppe on the walking stick.*

How do I get the termites to the walking stick?

1. The new walking stick will be waiting in the House of Sticks.
2. You need something to carry the termites to the stick.
3. *You need the artificial hand from the basket under the window in the House of Sticks.*

Dave won't let me take the hand.

1. The problem is he can *hear* you taking the hand.
2. You need to make noise to hide the sound of swiping the hand.
3. *Play the music box for Dave, then quickly go look at the basket and grab the hand.*

The walking stick is leaking now. Where's Ozzie?

1. Back at his house.
2. You need to go there.
3. *Again, accuse him of framing you and bluff him about having been to Pete's Booty Showcase. Now you will be able to follow him through the woods.*

Guybrush followed Ozzie through the woods to the lagoon and then Ozzie disappeared.

1. Ozzie has served his purpose. He has led Guybrush to Pete's stash.
2. Guybrush needs to look where Ozzie was.
3. *Go over to the other side of the lagoon, behind the hillock, and walk all the way to the left.*

**I found the Booty Showcase.
Where is the loot from the bank?**

1. It's carefully hidden.
2. But what is behind that curtain at the back will give you a hint.
3. *Press the red button on the table to part the curtain.*

**Now that Guybrush can see the loot,
how can he get to it?**

1. It's underwater.
2. Guybrush can hold his breath for 10 minutes.
3. *Go back up to the lagoon and dive into the deep water.*

Being underwater does no good. Guybrush can't see anything.

1. That's because there is no light source.
2. Except for the fluorescent fish.
3. *He needs something to attract one of those fish, and a way to trap it.*

How can Guybrush trap the fish?

1. He needs something secure to put it in.
2. But it has to be at least translucent so the light will shine through.
3. *Go to the bank and get the Scupper Ware off the table.*

How can Guybrush attract the fish?

1. What do you usually use to attract fish?
2. Some bait would be a good idea.
3. *Get the free bait from the Bait Shoppe, put it in the Scupper Ware, and go back underwater in the lagoon. Open the Scupper Ware when the fish swims close.*

Now that Guybrush can see, where should he go?

1. He doesn't have to go very far.
2. It's a likely place to stash loot.
3. *The loot is in the cave.*

What about that little brass screw?

1. It's the missing evidence. It fits Pete's nose.
2. Pick it up.
3. *Take it to Inspector Canard.*

Mêlée Island™ (2)

**Guybrush is back home,
and he's run all his errands.
Now what should he do?**

1. He needs to find out about the Ultimate Insult™.
2. It's a voodoo curse.
3. *He should talk to the Voodoo Lady at the International House of Mojo.*

The Voodoo Lady isn't home.

1. Yes, she is. Guybrush just needs to do something to call her forth.
2. Examine the hand-shaped table.
3. *Have Guybrush use the finger that is just called "finger".*

The Voodoo Lady has told Guybrush about the Ultimate Insult™. Does he need to know anything more?

1. He learned about the Ultimate Insult™ from Ozzie Mandrill.
2. Ozzie said there was a connection to the Marley heirlooms.
3. *Ask the Voodoo Lady about the connection between the Insult and the heirlooms.*

Who wore the earrings before?

1. Have Guybrush look at the earrings.
2. The earrings are wooden and *pink*.
3. *Try the earrings on the figurehead on Guybrush's ship.*

What do I do with the necklace and the pen?

1. They form part of a set with the earrings.
2. So they should probably stay together with the earrings.
3. *Put first the necklace, then the pen on the figurehead.*

What is the fourth heirloom?

1. To find out, Guybrush needs to explore a part of Mêlée he hasn't been to yet in this game.
2. He needs to go visit Meathook.
3. *Use dialogue path *233 with Meathook, then take his paintbrush from the bucket.*

Where is the fourth heirloom?

- 1.** Meathook paints really tacky, touristy pictures. So it would be someplace with a really tacky, touristy atmosphere.
- 2.** Like the LUA Bar (formerly the SCUMM Bar).
- 3.** *The painting is hanging on the wall behind the sushi boats.*

What should Guybrush do in the LUA Bar?

- 1.** Guybrush should have talked to Meathook before he does anything in the LUA Bar.
- 2.** Then he should order food from the waitress.
- 3.** *The flaming cuttlefish is very nice.*

How can Guybrush get the painting?

- 1.** Meathook painted over the heirloom painting with wax.
- 2.** Guybrush needs to melt the wax.
- 3.** Which means he needs to get flame under the painting.
- 4.** *Sitting down and ordering the flaming cuttlefish would do that.*

The flame doesn't stay under the painting.

- 1.** The motor that pulls the sushi boats around keeps them moving.
- 2.** Guybrush needs to mess up the sushi boat motor.
- 3.** *Jam the paintbrush in the sushi boat mechanism as the cuttlefish approaches the painting, specifically right after the boat is hidden behind the post.*

The chef keeps removing the paintbrush before the painting can melt.

- 1.** Guybrush must find a way to stop the sushi boat motor permanently.
- 2.** The motor is driven by a large boiler in the kitchen.
- 3.** *There should be a way to put out the fire in the boiler—something cool and wet.*

What can Guybrush get to put out the fire?

- 1.** Grog is cool and wet.
- 2.** The machine at the docks sells grog.
- 3.** Get the quarter from the coin return slot and put it into the machine.
- 4.** *Kick, punch, shove, and yell at the grog machine until it delivers the grog. Now take the grog back to the LUA Bar, order the cuttlefish, jam the works with the paintbrush as the flaming sushi boat approaches the wax painting, run to the kitchen as soon as the chef comes out, and use the grog on the boiler fire.*

Now Guybrush has the painting, what should he do with it?

- 1.** All the heirlooms belong together.
- 2.** Where did Guybrush take the other heirlooms?
- 3.** *Give the painting to the figurehead.*

Jambalaya Island™

What can Guybrush do to find the Ultimate Insult™?

- 1.** He now has a picture of it.
- 2.** It is divided into three parts.
- 3.** *Somewhere in the Jambalaya area are the hat, head, and body of the Ultimate Insult™.*

Where can he find the hat?

- 1.** He should go to the statue in the middle of town and talk to the tourist there.
- 2.** Compliment the tourist on his ensemble.
- 3.** *Ask about the statue and the missing hat.*

How can Guybrush get to the nearby island (Knuttin Atoll™)?

- 1.** He'll need some transportation.
- 2.** A smaller boat than his would be a good idea.
- 3.** *There is a public rowboat at the harbor.*

What should Guybrush do about Admiral Casaba?

1. Actually Guybrush can't do anything about him.
2. Admiral Casaba is much better armed.
3. *Guybrush might as well get away as soon as possible.*

Can the puppet show help Guybrush find the hat?

1. Actually it can. First he should talk to Little LeChuck about Hellbeard.
2. Then he should keep asking little Guybrush to talk to the puppeteer.
3. *Then he should show the puppeteer the blue painting and pick up the puppets.*

Can the school help Guybrush find the hat?

1. Not really, but it is a good idea for Guybrush to enroll anyway.
2. The point here is for Guybrush to earn the dunce cap. It's not the hat for the Ultimate Insult™, but it will come in handy.
3. *Have Guybrush give the most violent, pirate-y answers available.*

**I have the puppets, but I still need
the Ultimate Insult™ hat.**

1. Have Guybrush walk along the waterline away from the rowboat to the right.
2. Guybrush should talk to Jumbeaux LaFeet.
3. *Ask about the parrots.*

**Now I have the puppets, and I know
about the parrots. Where's my hat?**

1. Talk to the tourist at the statue in Jumbalaya about the missing hat.
2. Row over to Knuttin Atoll™ and tell Jumbeaux he is large.
3. Continue to ask him about his father.
4. *Ask him about his father's hat and where he hid it.*

**How do I find the hat in the place
where Jumbeaux hid it?**

1. Guybrush needs to consult someone who would know.
2. The parrot that always tells the truth would know.
3. *But first he needs to summon the parrots.*

**What can Guybrush use to
summon the parrots?**

1. Some kind of bird call would do.
2. Like a parrot whistle.
3. *There is a parrot whistle in the chest of confiscated pirate goodies in the school.*

How can Guybrush get access to the chest of confiscated pirate goodies?

1. He needs to get into the school when Miss Rivers, the teacher, is not there.
2. But she loves her job so much that she won't leave unless there is a real emergency.
3. *Use the fire alarm on the outside of the school.*

I looked in the chest of pirate goodies, and all I found was a pirate trading card.

1. Maybe there was something good *under* the pirate trading card.
2. So it might be worth a second look.
3. *Use the fire alarm again and pick up the parrot whistle.*

Now that I can summon the parrots, I still can't tell them apart any better than Jumbeaux can. They keep flying away and changing positions.

1. Guybrush has to find a way to physically distinguish the parrots.
2. He should find a way to give each of them a unique behavior.
3. *Maybe he can find something in town that he could feed them to change their behavior.*

What exactly should Guybrush feed the parrots to make them different?

1. In both cases, a liquid.
2. One is a stimulant, the other a depressant.
3. *He should feed one parrot coffee and the other alcohol.*

Where can Guybrush find the parrot drinks?

1. He can just go into the Microgrogery and ask for a drink.
2. The coffee is a little more complicated.
3. *First he should notice the empty mug in the window of StarBuccaneer's™.*

I still don't see how Guybrush can get the coffee.

1. After looking at the mug in the window, he should go into StarBuccaneer's™ and pick it up.
2. StarBuccaneer's™ has a free refill policy.
3. *He should give the empty mug to the counter clerk.*

Now that I can tell the parrots apart, how can I find the hat?

1. First, give one of them a math problem, or ask what Guybrush's name is. That will establish which one—the drunk parrot or the caffeinated parrot—is telling the truth.
2. Then ask the truth-telling parrot whether Tiny's hat is under the rock he is sitting on.
3. *If not, ask in which direction the rock with Tiny's hat lies. Walk Guybrush that way, then again ask if it is the right rock, and if not, which way to go. Continue in this fashion until you find the rock.*

Now that I have the correct boulder, how do I get the hat out from under it?

1. The boulder is too big for Guybrush to move. He needs to destroy it.
2. Admiral Casaba's cannon would destroy the boulder if there were three pirates talking to attract his fire.
3. *Use the puppets to start an argument, and Admiral Casaba will get rid of that pesky boulder for you.*

How can Guybrush get the Ultimate Insult™ body?

1. The place to get that is at the Plank Diving Competition.
2. But first he needs to find out how to get certified.
3. *Talk to Marco De Pollo about being a plank diver (dialogue choice 1 each time) until Guybrush can ask him about entering the diving competition. Then do dialogue choice 3 twice and get certified.*

Guybrush isn't doing well in the diving competition.

- 1.** He needs to impress the judges.
- 2.** Each of the judges needs something different.
- 3.** *Talk to each of the judges about what was wrong with the dive.*

How can he impress the grouchy judge?

- 1.** Ask why Guybrush got such a low score.
- 2.** This judge is being bribed, so he needs serious persuasion to change Guybrush's score.
- 3.** *Go talk to Stan (in the pink house on the southeast side of the island). Something there may help.*

What does Stan have that will convince the grouchy judge?

- 1.** Technically, Stan doesn't have it. It is on his desk.
- 2.** It is a time share brochure.
- 3.** *Pick up the brochure, then go back to the Plank Diving Competition. Make sure you have asked the grouchy judge why Guybrush is getting low scores. Then look at the brochure and show it to the judge.*

How can Guybrush get a better score from the wise old judge in the middle?

1. The wise old judge is principally concerned with form, as demonstrated by small splashes.
2. Guybrush needs to use something that will make his form more aerodynamic.
3. *Guybrush should wear the dunce cap from the school on Knuttin Atoll™ when he dives.*

How can Guybrush get a better score from the hippie judge?

1. When Guybrush asks the hippie judge about what was wrong with his dive, the judge says he has to imitate De Pollo, and do the same combination De Pollo does.
2. De Pollo's combinations are announced before he dives.
3. *When Guybrush is on the diving board, enter the arrow keys corresponding to De Pollo's dives: Keelhaul is up, Rum Barrel is down, Spinning Swordsman is right, and Alpha Monkey is left. If you have copied correctly, three right-side-up trophies will appear on the screen. Otherwise, there will be at least one upside-down trophy.*

Guybrush can't seem to do better than tie De Pollo.

1. Guybrush needs to sabotage De Pollo.
2. De Pollo always uses his baby seal oil before he dives.
3. Lots of seagulls hang out around the Plank Diving Competition.
4. *Go back to StarBuccaneer's™ and pick up the bagel with Schmear Whiz™ on the end of the counter. Have Guybrush taste it. Then return to the Plank Diving Competition, use the Schmear Whiz™ with the baby seal oil, then dive one more time.*

How can Guybrush get the Ultimate Insult™ head?

1. What he needs is a Mega Monkey Mug from Planet Threepwood.
2. To get one, he must get a coupon for a Mega Monkey Mug Meal.
3. *You can get one at the Microgroggery or at Stan's.*

Guybrush keeps falling off the mechanical manatee.

1. Yes, he really isn't very good. He needs help to stay in the saddle.
2. Something sticky will keep him in the saddle.
3. *Use the bottle of glue that is sitting on the building at Stan's.*

Guybrush keeps falling asleep during Stan's pitch.

1. Stan is *really* boring.
2. It will take extraordinary means to keep Guybrush awake.
3. *Have him drink the mug of groggocino from StarBuccaneer's™.*

Now that Guybrush has the coupon, how can he get the meal?

1. He can't actually, he can only get the mug, but that's all he needs.
2. Go to Planet Threepwood and look at the specials posted by the door.
3. *Talk to the waitress and tell her you are ready to order. Order anything you like, and pay with the coupon.*

Now that I have the mug, how can I get it out of the restaurant?

1. If you don't have it already, get the glue from Stan's. Then go to StarBuccaneer's™ and look in the tourist lady's shopping bag. Take her souvenir mug.
2. Now when Guybrush is sitting in Planet Threepwood with the mug in front of him, ask the jolly pirate for a caricature.
3. *When Guybrush gets the caricature, glue it to the souvenir mug from StarBuccaneer's™ and switch the mugs.*

Monkey Island™

Help! Guybrush is stranded on Monkey Island™.

1. Well, at least Timmy is here. But Guybrush could probably use some human companionship.
2. First he needs to get off the beach.
3. *Go to the encampment a little north of the beach.*

How can Guybrush get those bananas on the beach?

1. They're too high for him, and Timmy doesn't seem very cooperative.
2. Guybrush needs a banana picker.
3. *There is a banana picker in the canyon to the north of the beach. But don't eat all the bananas. You'll need them later.*

It's good old Herman Toothrot! But now he seems to have lost his memory as well as his pants.

1. Guybrush can't do anything about the pants.
2. A blow to the head can sometimes restore memory.
3. *Pick up the coconut and throw it at Herman.*

What is this that Herman said about a milk bottle?

1. His memory is coming back in stages.
2. It seems to be triggered by key objects.
3. *Guybrush needs to find the milk bottle.*

Where can Guybrush find a milk bottle?

1. If he travels north to the lava fields, he will find the milk bottle, but Timmy throws it onto an island in the lava field.
2. So now Guybrush needs to find a way to get through the lava field.
3. *Perhaps someone in that cathedral on the hill has some ideas.*

The ghost priest isn't being much help with the milk bottle.

1. You can't ask him about it directly.
2. Mention the river of lava, then inquire about the ceremony that uses it.
3. *Have Guybrush persuade the priest to let him take the boat down the lava river.*

I can't figure out how to get the bottle from the lava river.

1. First, when you enter the maze of lava, make sure you have the banana picker and pull it out when you enter the maze.
2. Learn the currents in the maze and use them to move you where you need to be.
3. *For further help, see p. 133.*

Should I show Herman the milk bottle?

1. Showing him the milk bottle won't be enough.
2. You need to make a deeper impression.
3. *Throw the milk bottle at Herman.*

Now I am supposed to find an accordion. Where is it?

1. To get to the accordion, you first need to climb Lookout Mountain.
2. Boulders here must be thrown into the tunnels. If you do it just right, one boulder will fall down the middle channel at the bottom.
3. *For more tips, see p. 134.*

I diverted the lava pool, but I still don't have an accordion.

1. Diverting the lava was a way to give you access to another part of the island.
2. Take the lava plunge again, but this time steer into the lava pool.
3. *When you get out of the boat, kick over the palm tree above the lava pool, then cross the bridge below the lava pool.*

Where should Guybrush go after the lava pool?

1. He needs to find someone who would really appreciate an accordion.
2. The Monkey Island™ monkeys have a fine musical sense.
3. *He should go to Monkey Town on the northeast part of the map.*

Guybrush can't get to Monkey Town; he keeps running into annoying monkeys.

1. The monkeys run up and down that path a lot.
2. And they will always stop him if they run into him on the path.
3. *Wait off to the left at the bottom of the path to Monkey Town. When the monkeys clear the path, run Guybrush up the path to Monkey Town.*

The monkey with the accordion won't let go of it.

1. The monkey is really devoted to music.
2. The only thing that could get him to let go of the accordion would be another instrument.
3. *It's in the cathedral.*

**I don't see a musical
instrument in the cathedral.
Where do they hide the organ?**

1. It isn't an organ. It comes in two parts, and it isn't described as a musical instrument.
2. Look over the door on the inside.
3. Use the banana picker to get the shields down from over the door. Take them to Monkey Town, then use them like cymbals in front of the monkey with the accordion. The monkey will release the accordion. Hit Herman with it.

**So now Herman is Grandpa Marley.
What is our next course of action?**

1. Continue asking Grandpa about his daughter and the Ultimate Insult™.
2. He has given you the fourth heirloom, so you can build a newer, bigger Ultimate Insult™. You need the bronze hat of JoJo Jr., leader of Monkey Town.
3. You have to learn Monkey Kombat and defeat JoJo. For further details see p. 139.

**I got JoJo's hat. Where is the head
for this Ultimate Insult™?**

1. It's big and it's near Monkey Town.
2. Just down the road.
3. It's the Giant Monkey Head in the clearing.

Boy, that's a big monkey head. What do I do with it?

1. Put the bronze hat on top.
2. Use the banana picker with the nose.
3. *Go inside.*

How do you run this Giant Monkey Head?

1. You use the control panel.
2. Specifically the interesting looking slot on the control panel.
3. *Use the Gubernatorial Symbol Herman gave you on the slot.*

I used the Gubernatorial Symbol and nothing happened.

1. That's because the Giant Monkey Head isn't powered up yet.
2. It is powered by lava, which needs to get to the underground engine.
3. The lava is blocked by the roots of weeds growing under the lava pool.
4. *To deal with the roots, you need to first go to the beach and recruit Timmy. Be sure to take your banana picker.*

Why should I recruit Timmy?

1. Because you will need to get in small places.
2. Guybrush is just too big.
3. *But if he can get Timmy to follow him, Timmy can do the job.*

How do I recruit Timmy?

1. If you have played the original Monkey Island™, you know how to get monkeys to follow you.
2. Or maybe you know even if you didn't play Monkey Island™.
3. *Keep feeding Timmy bananas to get him to follow you. Don't worry, they won't run out. I was just kidding with that bit about not eating them.*

I got Timmy to follow me, but where do we go?

1. Someplace on the island Guybrush hasn't been yet.
2. It is connected with the motor, so it must be underground.
3. *Go to the abandoned mine in the canyon.*

Guybrush and Timmy are inside the mine, but there doesn't seem to be a lot to do here.

1. You want to go through the door at the end of the tunnel.
2. But first, Timmy has to unlock it.
3. *Open the vent at the bottom, throw a banana in, and when Timmy jumps in, close the vent. Now use a banana with the top portal.*

I can't get past Timmy to get through the open door.

1. Get him to follow you out.
2. Walk a little away from the mine entrance.
3. *Now double back and go through the door at the end of the tunnel.*

Ouch! Guybrush seems to have landed in a room filled with gears.

1. There is only one thing you can do in this room.
2. You need to get the weed whipper.
3. *Use the banana picker to get the weed whipper.*

Where exactly do I use the weed whipper?

1. Someplace where there are weeds.
2. Around the lava pool in the lava field.
3. *Keep whipping until the lava drains, then return to the Giant Monkey Head.*

**I'm somewhere near Mêlée Island™,
I'm in the robot, and I need to
disable a giant conch shell.**

1. You need to have a way to get to the top of the big tower, and your robot can't climb that high.
2. But he's a monkey. He leaps really well.
3. *Pick up the plank off to the right and use it with the small tower. Then climb the small tower and leap on the plank. When you get to the conch, pull the lever.*

How can I defeat Giant Le Chuck?

1. Use your Monkey Kombat codes.
2. You can't beat him.
3. *But you can tie him three times and frustrate him, and that is good enough.*



Chapter 5: Maps, Charts, and Other Aids to Navigation



Chapter 5: Maps, Charts, and Other Aids to Navigation



**Mêlée
Island™**

Mêlée Town Close Up



Governor's Mansion



International House of Mojo



SCUMM Bar

Chapter 5: Maps, Charts, and Other Aids to Navigation



Mêlée Town Hall



Harbor

Lucre Island™



Lucre Town Close Up



Palace of Protheses, Lucre Town West

Chapter 5: Maps, Charts, and Other Aids to Navigation



Lucre Town West



Lucre Town East



**Bait Shop,
Lucre Town East**

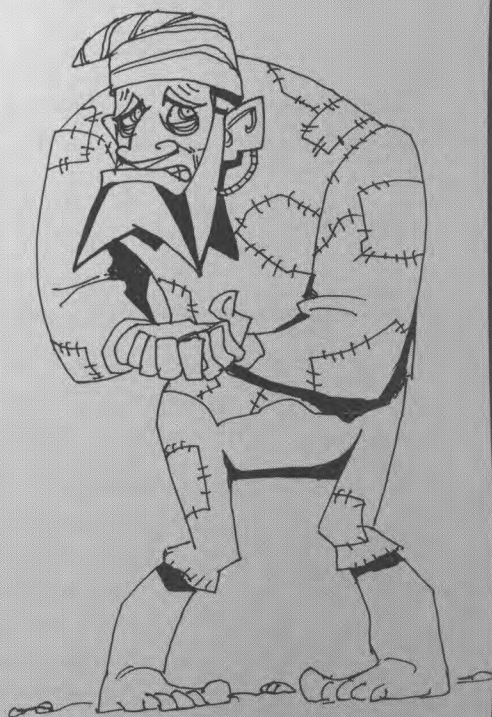
Monkey Island™



**Jambalaya Island™
and Knuttin Atoll™**

Chapter 6: Walkthrough

**From the Threepwood Memoirs, My
So-Called Life in the Caribbean, Volume IV:
The Post-Honeymoon Years**



They Nearly Sank Our Love Boat, or It Wouldn't Be a Real Pirate Honeymoon Unless Somebody Got Tied to the Mast

As we bid farewell to the Virgin Islands and set our sights homeward, I couldn't help thinking that at last my life had turned out well.

Elaine told me we had enjoyed a rapturous honeymoon (I couldn't remember a thing after the third fruity umbrella-drink). I was looking forward to an idyllic life as the governor's husband: cutting the ribbon at grog shop openings, raising money for the Scurvy Foundation, and telling pirate children to just say no to porcelain.

As the familiar outline of Mêlée Island™ appeared on the horizon, we saw a pirate vessel approaching. "How nice," I thought, "a welcoming party." More like a boarding party.

They pulled alongside our vessel and strange barbarous sea dogs swarmed aboard, attacking our crew of familiar barbarous sea dogs. They obviously knew their stuff, however, because they first removed their most dangerous enemy by tying me to the mast.

Fortunately my delicate flower, Elaine, had thorns of her own. With the aid of the gallant crew, she mounted a strong defense. They were holding their own when my buccaneer bride noticed

another gang of cutthroats on the other ship ready to board us.

She asked me gently to lend a hand. Well, that was impossible, but I still had two good feet and a brazier of coals was nearby.



Chapter 6: Walkthrough

I kicked it over and grabbed a hot coal with one boot. *Yow!* My toes still clench just thinking about it. I sidled deftly to the right and ably tossed the hot coal onto the fuse of a loaded cannon.

It was a lucky shot. The cannonball split the enemy vessel amidships. She went down in a ball of flame in seconds. Elaine was so appropriately grateful that she didn't get around to untying me for several hours.

Let's Just Hang Around the House and Get Stoned

After we landed, Elaine kept worrying about how unusual it was for pirates to attack other pirates...something about the Code of the Sea. I told her the decoder ring I got from Captain Cutthroat cereal could help, but she wasn't listening.

Then I saw what was attracting her attention: Timmy the monkey. The little scamp was jumping all over the place, more excited than he was the day I explained to him about the birds and the baboons. (Well, I can't blame the little fellow. I had been pretty excited myself when Elaine explained it to me.)

We finally figured out he was trying to tell us there was trouble at the Governor's Mansion.

Apparently some vulture-necked hireling had a contract to demolish the Governor's Mansion with a catapult. Fortunately, he was one of those dullards who never read the manual. Woefully ignorant of catapult technology, he consistently missed the Mansion.

Nonetheless, Elaine was outraged that someone was attempting to destroy the Governor's Mansion without permission from the governor (or even the governor's mighty pirate husband).



Between shots, the flunky explained that the governor was presumed dead, and that, even if she were alive, he still had a contract.



Well, this was too much for my gubernatorial sweetie. She dashed off to Mêle Town Hall to get herself resurrected, leaving me with a short To-Do list: stop the catapult and talk to the family lawyers on Lucre Island™.

To get to Lucre Island™, I would need a ship and a crew (our honeymoon cruise boat had already departed). I had no idea what to do about the catapult. It seemed like a good time to visit the SCUMM Bar.

People Who Don't Read the Manual Shouldn't Throw Stones—Especially if There Are Darts, Balloons, and Pretzels Involved

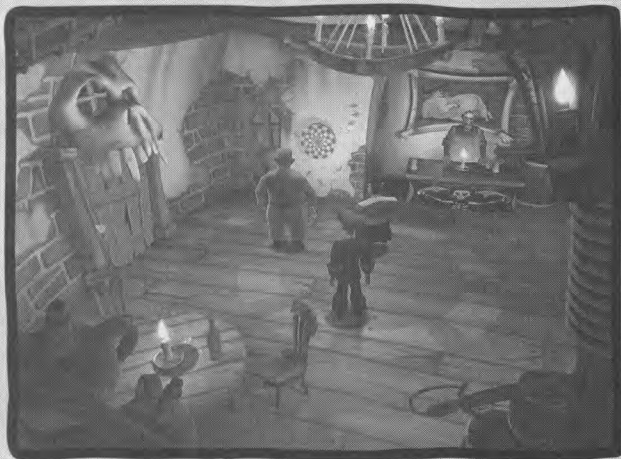
The SCUMM Bar looked much as I remembered. It was good to know some things hadn't changed on Mêle Island™. There were the usual scalawags with their endless dart games. In the corner, a drunken pirate muttered into his grog and kudu jerky pretzels...



kudu jerky pretzels? I love kudu jerky pretzels. Hadn't had any in years. He had the only bowlful in sight, and I had to have some.

Chapter 6: Walkthrough

Fortunately I remembered from my bachelor party that the grog in the SCUMM Bar, combined with helium from birthday balloons, produces unconsciousness. All I had to do was examine the balloon and trick the dart players into popping it. I took a good look at it to fix its location in my mind, then went over to talk to the dart players.



While I was in the back picking up my pretzels, I noticed a funny little pirate sitting at the other table. He introduced himself as I. Cheese, new owner of the SCUMM Bar.

Suddenly I remembered what Elaine had said about going to Lucre Island™. I asked him if he wanted to join my crew. He wanted to know what we would be doing, so I told him about Lucre Island™ and the lawyers. He seemed interested, but said he couldn't leave. He was afraid that the bar would be stolen.

At first I thought he was referring to my pretzel theft, but he was talking about an Australian developer who was cornering the market in pirate properties on Mêlée Island™.



First I needled them by asking about the holes around the target. Then I provoked the shorter one into taking some trick shots. After a couple of simple target challenges, I mentioned the balloon. He nailed it in one shot.



I offered to Insult Arm Wrestle him to get him on my crew.

In case you ever want to win at Insult Arm Wrestling, the following chart shows how I did it.

INSULTS

Today, by myself, twelve people I've beaten.

I've got muscles in places you've never even heard of.

Give up now, or I'll crush you like a grape!

My ninety-eight-year-old grandmother has bigger arms than you!

I'm going to put your arm in a sling!

My stupefying strength will shatter your ulna into a million pieces!

Hey, look over there!

Your knuckles I'll grind to a splintery paste.

Your arms are no bigger than fleas that I've met!

People consider my fists lethal weapons!

Only once have I met such a coward!

You're the ugliest creature I've seen in my life!

My forearms have been mistaken for treetrunks.

I've out-wrestled octopi with these arms!

Do I see quivers of agony dance on your lips?

*You're a big poopie head!

*You suck!

*Dummy!

*You're not very nice!

*I don't want to play anymore.

**Loser answers.*

RESPONSES

From the size of your gut, I'd guess they were eaten.

It's too bad none of them are in your arms.

I would if it would stop your WINE-ing.

Yeah, but we've both got better bladder control than you.

Why, are you studying to be a nurse?

I'm surprised you can count that high!

Yeah, yeah, I know.

I thought the bean dip had a strange taste.

So *that's* why you're scratching. I'd go see a vet.

Sadly, your breath should be equally reckoned.

He must have taught you everything you know.

I'm shocked that you never have gazed at your wife.

An over-the-counter defoliant could help with that problem.

I'm sure that spineless creatures everywhere are humbled by your might.

It's laughter that's caused by your feathery grip.

*Oh, yeah?

*Not.

*I am rubber, you are glue...

*I'm shakin'! I'm shakin'!

*How appropriate. You fight like a cow.

**Loser responses*

Chapter 6: Walkthrough



Now that I had a crewmember, I thought I had better see what I could find in the way of a boat. I went out the door of the bar, and took the path on the right past the back of the building.

I followed the path to the southeast across the island until I came to the harbor. I quickly realized I was going to get nowhere with the somewhat intimidating Lady of Leisure unless I had authority to requisition a boat.

I looked longingly at the canned grog machine, but I didn't have any change. In frustration I picked up an inner tube that was lying by the grog machine and headed west across the island, back to the Governor's Mansion.

I wanted to look closer to see if the catapult had done any damage. When I got close, I recognized a large cactus that had always reminded me of a slingshot I had



as a child. I thought it would look even more like one if I put the inner tube on it.

Now all I needed was a big rock. *Hmmm*. One of those boulders near the catapult would do. In fact, a stone thrown from the catapult and caught by the cactus slingshot might rebound in a very interesting manner.



And I knew that the catapult guy could hit the cactus—he said he used it to calibrate. So all I had to do was de-calibrate the catapult.

The operator looked like a slacker who would jump at a snack break. I offered him some kudu jerky pretzels. Sure enough, he took off long enough for me to tinker with the catapult controls.

The results were appropriately spectacular. The boulder sailed straight to the slingshot, which slung it back at the catapult, which rolled backwards over

the cliff to a well-deserved end. Elaine showed up to congratulate me, but was interrupted by an officious fop named Charles L. Charles. Apparently he had his eye on the governorship. He had arranged to have Elaine declared dead and the Mansion torn down.



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Never Mind the Grog, Give Me a Pink Lady

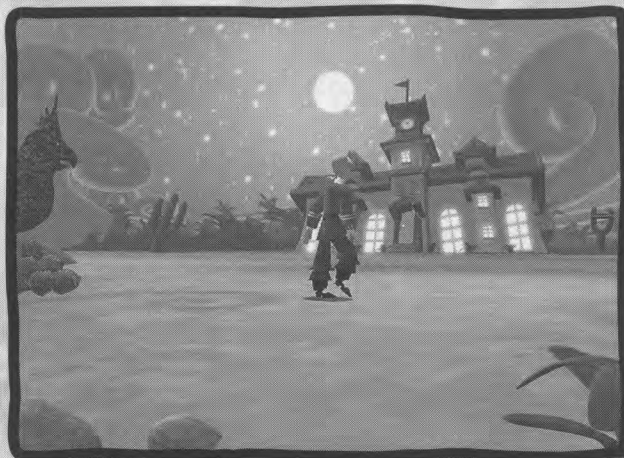
I couldn't see how a cheese-eater with lace on his cuffs and a poncey accent could claim to be a man of the people (although there was something earthy about his aroma...like graveyard dust). Besides, Elaine loved that Mansion, and if she weren't governor, there'd be no grog shop ribbon-cutting for me.

So I was determined to help, but first I needed the rest of my crew and a ship. I decided to go to the Mansion and see if Elaine could help me get a ship.

Once inside, I felt compelled to look around. I still couldn't believe I actually lived here—that in a few short years I had gone from scruffy pirate wannabe to the duly accredited spouse of the most influential governmental official in the Tri-Island Area.

I particularly liked the china commode on the wall behind Elaine. I was admiring it when I noticed an official-looking document there.

It was a government employment contract, and a cushy one at that. It occurred to me that if Elaine ever tired of me, a cushy government job could keep money coming



in until I could buy a ship. This wasn't the most pirate-like of employment prospects, but when you're married, you start thinking that way. So I had Elaine sign it.

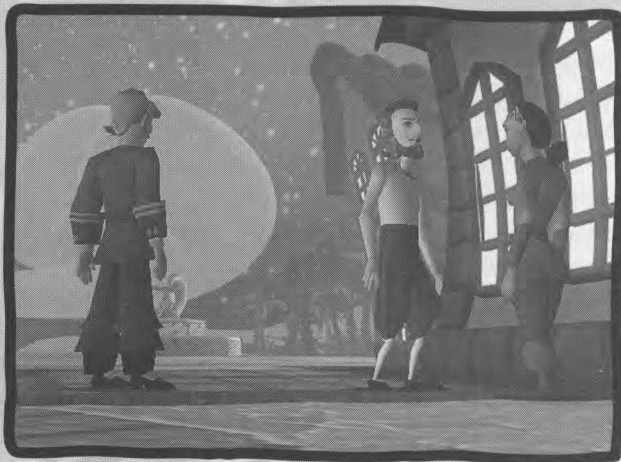
Then I mentioned official authorization for the ship. She handed me a big pointed wooden thingy that she said was the official gubernatorial symbol of Mêlée Island™. I could tell she was getting snappish, so I made a hasty exit.

On my way through town I noticed two familiar-looking pirates hanging out by Mêlée Town Hall and stopped to talk.

I mentioned that they looked familiar and asked if we had ever cruised to Monkey Island™ together. It turns out they were Carla and Otis, two members of my original Monkey Island™ crew. They seemed glad to see me in a guarded, twitchily paranoid kind of way.

I asked if I could get them to join my new crew, if I could offer them anything...cushy government jobs, for instance. They seemed interested. I showed them the contract. It worked like a dream.

I had my crew; now I just needed a ship.



Chapter 6: Walkthrough

I followed the path by the SCUMM Bar east to the harbor and showed the Lady of Leisure my big pointed thingy of governmental authority. She seemed impressed.

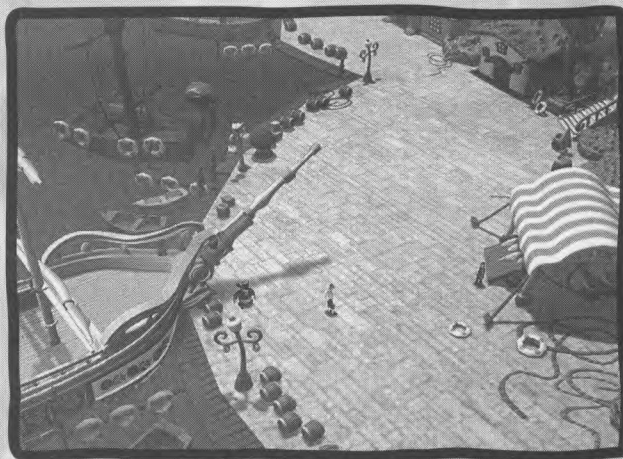
But the only ship she had available was *The Dainty Lady*. And it was pink. *Pink*.

My crew rallied, though, and after a little discussion to boost morale, we were on our way to Lucre Island™ to intimidate the family lawyers.



Go to Jail, Then Talk to the Lawyers? I Guess I Got It Backwards

Ah, Lucre Island™. Mercantile center of the Tri-Island Area. I'd never spent much time here because I never had enough cash to indulge in luxuries like walking sticks, cologne, lawyers, or banks. I'd also been too busy finding ways to defeat LeChuck, rescuing Elaine from LeChuck, or bravely vanquishing LeChuck.



Well, the first thing was to explore the town and find the lawyers. I climbed the stairs from the harbor area (deserted except for a couple of loafers playing chess at the far end) and went into town proper.

Not all that proper, as it turned out. The first store at the top of the stairs was a stinky bait shop. Buckets of fish rotted outside. The only appealing thing was a cute little duck strolling around. I thought Elaine might like him as a pet. (Timmy the monkey was my pet.) I picked up the duck and walked on into town.



On the Promenade, the first thing that struck me was the imposing Hall of Justice. I suppose it made sense when dealing with a pirate population to let them know laws would be strictly enforced. Still, something about that building gave me the creeps.

Around the corner from the Hall of Justice was the House of Sticks. I wasn't interested in a walking stick. Now that the honeymoon was over, I wasn't limping nearly as much.

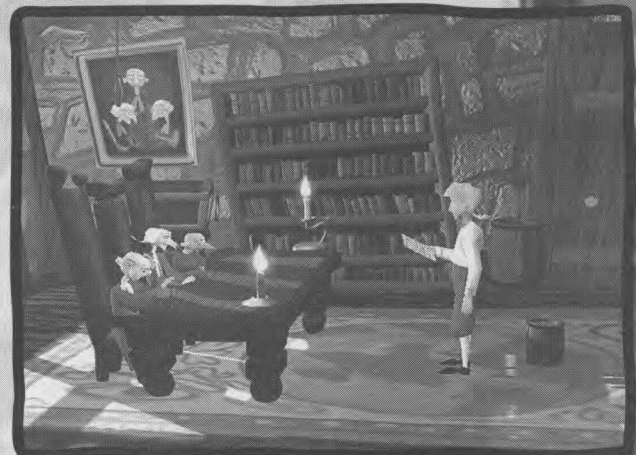
Chapter 6: Walkthrough



But the perfume stand caught my eye. If I were not such a dynamic, adventurous, romantic swashbuckler, if piracy were not my destiny, I always thought I would have made a great perfumer. I couldn't pass up one of the sample bottles (the generic one on the far left). I also picked up used spritzers from the side of the building, in case I wanted to dabble in perfume-making. I walked on down the Promenade to the lawyer's office.

Strangely enough, I found my conversation with the lawyers somewhat entertaining. They were an engaging trio of money-grubbing shysters, and they seemed eager to get to work on the Mansion demolition problem.

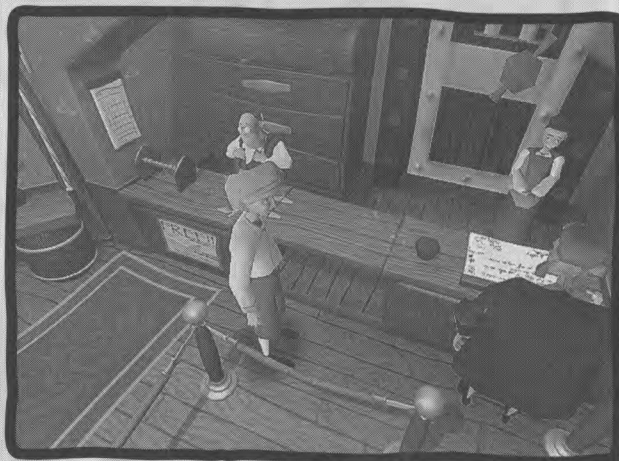
They also gave me a letter they'd been keeping for Elaine from Grandpa Marley. It spoke of some interesting-sounding Marley family heirlooms in a safe deposit box at the Lucre Island™ Bank.



The letter also mentioned (rather ominously, I thought) something called the Ultimate Insult™. It seemed my next stop should be the bank, to pick up our wedding presents.

The bank seemed pleasant enough from the outside, and the inside, too, except for a loud Australian named Ozzie Mandrill. Little did I know how dark a shadow this pugnacious Aussie would cast over my life.

He was bawling out Brittany, the bank teller, because she wouldn't cash some Australian travelers' checks. He got so frustrated he broke



his cane over his knee. This was a frequent expression of anger with him...and knowing that would later come in handy. He stalked out. I went over to see if I could cheer Brittany up. I asked to see my safe deposit box. When I established my authority by showing her the Gubernatorial Symbol, she seemed even more impressed than the Harbor Mistress.

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I was escorted into the vault and shown the Marley family heirlooms. I was happily looking through these when I became aware of a disturbance outside. Through the vault door burst a strikingly handsome swash-buckler who grabbed the heirlooms and dashed out, slamming the vault door behind him.

He also took off the mask he was wearing, and I saw that the man had no nose. No wonder he went around wearing a mask... and a rather attractive one, I must say.

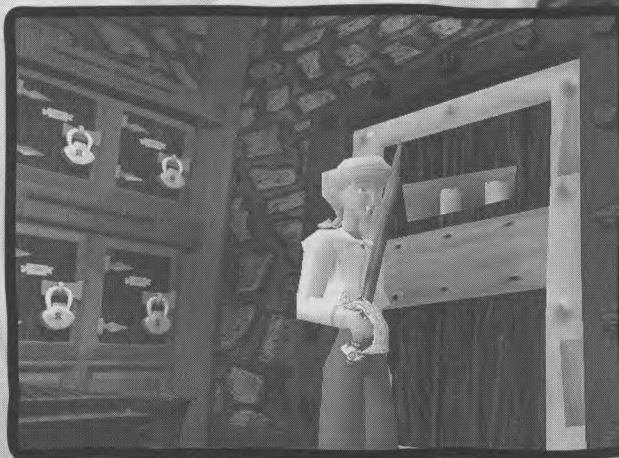
As long as I was locked in the bank vault, I thought I might as well pick up a few Lucre Island™ souvenirs. I am a pirate, after all.

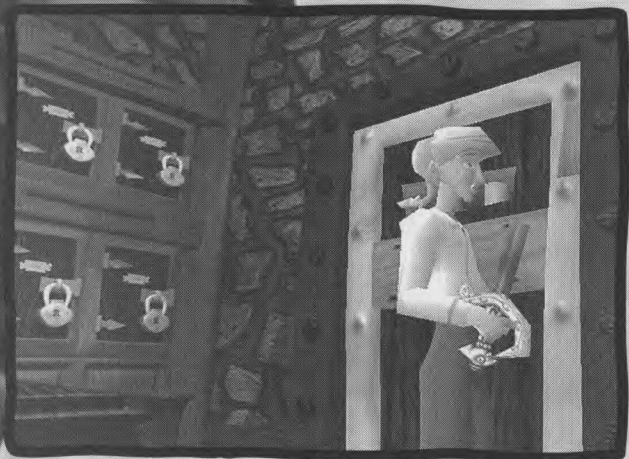
Someone had scattered sponges all over the place, so I picked them up. I also picked up an old sword and a rather smelly handkerchief—oops! Another sponge to pick up under the handkerchief.

I checked the family safe deposit box to see if there was anything left after the good-looking ruffian ran off with the heirlooms. Inside I found a music box and a small bottle of fine-aged grog.

Then I decided I really needed to get out and recover the heirlooms. Whatever was causing the noise outside was keeping the bank staff from opening the vault door, so it was up to me to engineer my own escape.

The bottom hinge on the vault door looked loose. I tried prying that off with the sword. It worked, but I broke the sword. Still...it indicated the door was none too solidly built. I tried prying the crack





open with the broken sword, which sort of worked. I needed to make the crack a little wider.

I stuffed the sponges into the crack and added the grog. Lucre Island™ sponges are known for their amazing absorption. They began to swell, and soon that door just exploded outwards.

I didn't enjoy my freedom long. I was hustled off to jail, where I received a stern lecture from Inspector Canard, the local police force. The bank had been robbed

(of more than just the Marley family heirlooms) by someone who claimed to be Guybrush Threepwood. I knew it wasn't me because:

1. It was a successful robbery,
2. I was locked in the vault the whole time.
3. I didn't have the loot.

Inspector Canard placed me under house arrest, which really meant island arrest. If I left the island, the voodoo anklet of extreme discomfort that he had placed around my ankle would become the voodoo anklet of excruciating torment.

Somehow I had to prove my innocence by finding the loot and the criminal, and proving a connection between him and the crime. I had a feeling the handkerchief had something to do with it—it smelled odd and had the initials "P.P." on it.

Well, it was time get to work, but first—just because I was angry about being wrongfully accused of theft—I swiped a can of chicken grease from under the Iron Maiden.



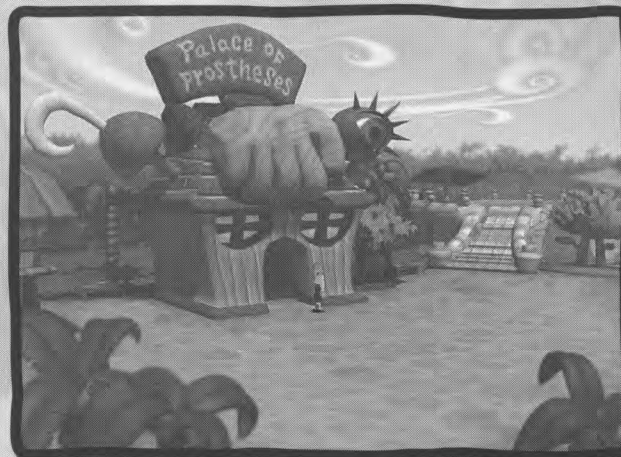
Momma Said I Had No Scents, but She Never Sniffed My Spritzer, or Tell Me, Grasshopper, How Does a Man with No Nose Smell?

I thought I would begin at the bank. This was not easy, because the bank was a crime scene and had been shut down. I didn't want to antagonize Inspector Canard, but it seemed vital to get inside and look for clues.

I wandered over to the side of the bank and discovered a manhole. Perhaps this concealed an underground entrance.

The lid seemed pretty tight but—remembering my experience opening the vault door—I decided to try prying it up with the broken sword. It worked very well, but I lost the sword down the manhole.

Looking down the hole made it clear there was nothing down there but a broken sword and dirty, stinky water. But when I picked up the manhole cover, I found something more interesting: a mini-love story in two sentences. I didn't see how this could be relevant, but I jotted down the names of the parties involved in case I ran into them.



Across the plaza from the bank was the Palace of Prostheses. It seemed worthwhile to see if the proprietor or some customers might have witnessed anything suspicious. Besides, I had always been fascinated by the relationship between pirates and prostheses.

Once I saw two eye patches on the proprietor (the aptly named Deadeye Dave), I knew there was no point asking him if he had witnessed the robbery. I found out when talking to him that he was a little deaf as well.

I thought I would pick up a good prosthesis (you never know, in the pirate business) so I asked him about a gift for a friend. I had to confess I wanted a free sample, because Elaine hadn't given me any spending money. He insisted on telling me a story and asking me questions about the people in it. It was pretty clear he didn't get out much.

Anyway, I used the names I remembered from the writing on the manhole cover, and got some artificial skin with hooks on it for easy attachment.

It was kind of gross. I had been hoping for something cooler, so I decided to see just how deaf Dave was.

I took the music box from the bank and set it down on the counter near Dave, then turned it on. I then quickly walked over to a basket of prostheses on the left side of the window, inspected it carefully, then picked out a nice redwood artificial



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hand. Dave never heard a thing. I didn't want to take advantage of a disabled person, so I promised myself I would return it later. If I remembered.

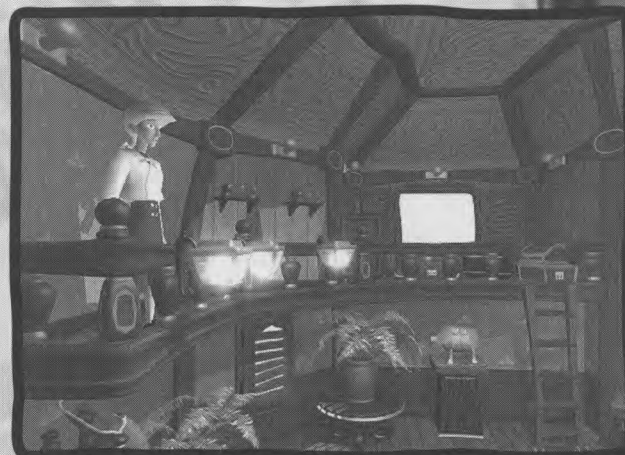
In the daylight again, I wanted to get a good look at that artificial skin, so I stretched it out over the manhole by the bank. Stretched out that way, it looked like it would make a pretty good trampoline. I gave it some test bounces and ended up leaping through the window on the bank balcony.

I climbed down the ladder and tried the pull chain at the foot (never could resist a pull chain!). It turned on the lights. After marveling at the technology, I walked over to the desk. The bank apparently was giving out free samples of Scupper Ware.

I picked it up, of course. This wasn't helping me solve the crime.

I went back to the balcony and was about to leave when I noticed a strange shadow coming from the last light fixture. Inside the light fixture was an oddly shaped piece of wood that I immediately recognized as an artificial nose. (I used to have a cousin with an artificial nose. He'd fill it with catnip and...but that's another story).

Just then, the bank door slammed open and Inspector Canard walked in. He demanded the artificial nose as evidence, told me to get out, and left. I hurried to the window and jumped down to the trampoline, landing almost safely.





My investigations weren't getting me anywhere, so I decided to make some perfume.

As a challenge to myself, I decided to match the scent—or rather, scents—of the handkerchief. After several sniffs, I identified a wood smell, a fish smell, a sort of decomposing body/swampy smell, and a flowery smell. I thought I might be able to duplicate the wood smell by going someplace where they made things out of wood—like the House of Sticks.



I had just entered and started looking around when Ozzie Mandrill showed up. He gave new meaning to the term Down Under. He was picking up a new cane to replace the one he broke in the bank. I thought that Freddie the proprietor had done a fine job replacing it (especially considering the short time he'd had), but Ozzie went out of his way to be insulting.

After Ozzie left, I remembered why I had come to the House of Sticks. I started looking around for something woody I could use in my spritzer. There was a fine selection of sticks, but nothing small

enough to fit inside the bottle. Then I discovered a wood shaving where Ozzie's cane had been. I put it into the spritzer and left the House of Sticks to hunt further for good scents.



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I wouldn't expect to find a good scent at the Bait Shoppe, but they did have fish, so that was my next stop.

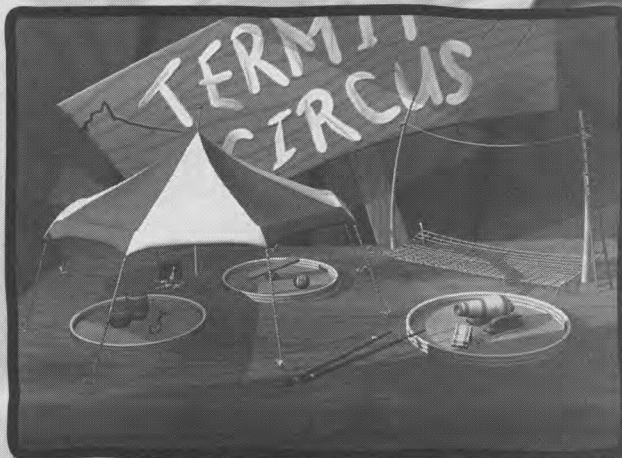
Picking up a fish scent was easy. They had a tub of free bait by the door. I filled my spritzer with water from the tub. I also picked up some free bait just because it was there, and tucked it into my Scupper Ware to keep it fresh.

Apparently bait wasn't selling well, because the owner of the Shoppe had provided a Termite Circus for his customers' entertainment. I loved watching the little guys do their tricks, but it seemed kind of cruel to exploit harmless little insects.

Or relatively harmless, anyway. I have seen scarier threats than termites: the Ghost Pirate LeChuck, talking skulls, larcenous lawyers—even Elaine when she found out I ate the last of the Chocolate Banana Booty ice cream.

I decided to liberate the termites, but I needed something to attract them. I remembered the wooden artificial hand. I waved it near the little guys and they hopped right on. It seemed a good idea to leave before the owner noticed.

I didn't think I would find anything smelling like decomposing bodies or a swamp in town—at least I hoped not—so I went through the arch by the



lawyer's office and followed the path out of town. This did lead to a swamp...a very strange misty one with weird sounds floating over the water.

I filled my spritzer with water from a puddle there, and looked at a raft floating near shore. I was pretty sure if I tried to explore I would get hopelessly lost.

It didn't feel quite right somehow—as if I had been there before or would have been being there before later. I knew it was a bad sign when my verb tenses started getting mixed up, so I left before I could run into myself coming back.



Off the other branch of the path, I came to this creepy mansion with a lovely flower growing outside. I picked it (the last ingredient I needed for my perfume) and decided to thank whoever lived there for the flower. I never got the chance. It was that pushy Australian Ozzie Mandrill.

He filled me in on his plans to take over all the land in the Caribbean. Suddenly I didn't feel like talking anymore. Besides, the stink of the dead platypus at his feet was making me ill.



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I tried the cologne sample on it, and he got angry enough to break his cane again. At least I was keeping the House of Sticks in business.

That gave me an idea about a trick I could play on that pirate-hating Australian. I went back to town and into the House of Sticks. Sure enough, Ozzie had already been there and the owner had a new stick ready for him. (He probably made up some extras each time, just in case.)

I pulled the artificial hand out and let the termites get to work on Ozzie's stick. When he carried it away, I was pleased to see he was leaving little piles of sawdust behind.

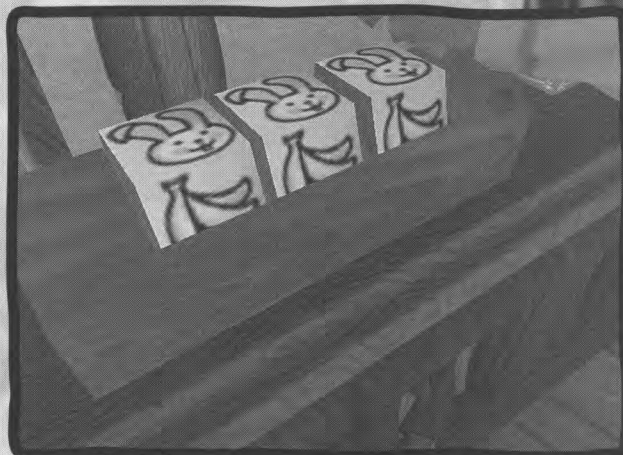
I really had to find that no-nosed bandit. I asked Freddie about the culprit. He identified him as Pegnose Pete, which would explain the initials on the handkerchief. Freddie also related a little of Pete's personal history, including a duck phobia. The live duck I just happened to be carrying around in my pants could come in handy.

It seemed to me that a man who used an artificial nose might do his shopping at the House of Prostheses. Besides, if Deadeye Dave smelled my home-made perfume, he might remember enough about Pete to give me a lead.

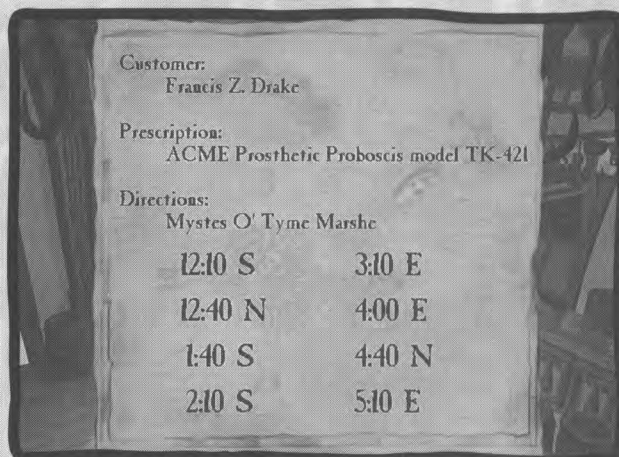
When Dave smelled my spritzer, he did recognize Pete...or at least the alias Pete was currently using. Dave said Pete lived in the Myster O' Tyme (so that's what that swamp was called!). He would have given me Pete's address, except it was in his filing system and the monkey that found things in his filing system had run off.

The filing system was pretty easy to figure out. Three wheels could be adjusted according to the customer's initials, in order from left to right.

There were five faces on each wheel. Face 1=A-D, Face 2=E-H, Face 3=I-M, Face 4=N-S, and Face 5=T-Z. So if Pegnose Pete's alias were Francis Z. Drake, I would turn the dials to 2, 5, 1, then press the red button.



Something was odd about the directions to Pete's place, though. They were compass directions, but they also included times of day. I have included a sample below. If you were to try the filing system, yours might look slightly different; Pegnose Pete is always changing aliases and hideout locations.



The Mystes O' Tyme, and then those odd directions...something told me I needed a clock, and there wasn't a clock store anywhere in town. I remembered the chess players at the harbor. I thought they had a clock. I took the path by the lawyer's office in the other direction and headed to the harbor.

There was the clock. But even though these guys were wrapped up in their game, they weren't about to let some stranger walk off with it. I needed something to distract them.

I tried to get the fat one to turn around. It didn't work, so I thought I would ask him about his partner. He replied that Señor Castaneda had a thing for Brittany, the bank clerk. I mentioned Brittany to



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Castaneda a couple of times. It didn't entirely distract him but it did start an argument, which was enough for me to get away with the clock. I headed for the swamp.

After I got onto the raft and set down the clock where I could see it, I noticed that the time had changed. I checked my directions. The time displayed was one on the list, so I headed off in the direction noted on the piece of paper next to that time.

I repeated this whenever the clock's time changed, and eventually found myself in front of a gate. I looked up to see another figure approaching on a raft. Imagine my surprise when it turned out to be me...or a remarkably good likeness.

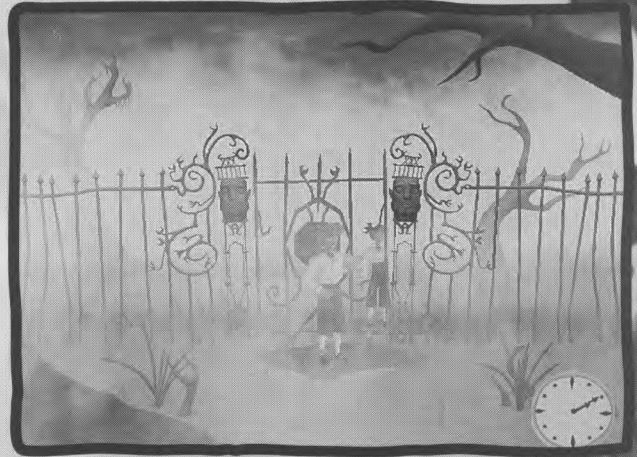
The other person gave me a key to the gate, and I asked who he was. If these were really the Mystes O' Tyme, and he really was me, I thought I'd better remember what he said so I would know what to say when I met me again. If you know what I mean.

So I remembered his answer. He gave me two more goodies. I made a point of putting them in my collection of stuff in the same order he gave them to me, so I could retrieve them that way if needed.

I talked to him and asked him what number I was thinking of. He got it right, so I knew he was me, but that made it important to remember the number as well. I opened the gate with the key he gave me. He gave me another gift, then poled his raft off into the Mystes. I checked my clock and directions and moved on.

In a while, I came back to the gate and there I was again. Or there I was the first time. I gave myself the key, and when I asked who I was, I gave the right answer. Then I gave me the first two objects. Was that good enough?

No, that ingrate younger Guybrush wanted me to guess what number he was thinking of. Kids today have no respect for their



elders. I gave him his silly number and he opened the gate. I didn't want to be ungrateful, so I gave him the last item and moved through the gate.

Pete's hideout was in a clearing in the fog. The blue sky looked good after all those

Mystes. After docking my raft, I walked up to the shack and overheard voices. I hunkered down outside the window to listen. It turned out to be Ozzie Mandrill talking to Pete.

Apparently Ozzie had set up the robbery to frame me and get his hands on the Marley family heirlooms. The heirlooms had some connection to something called the Ultimate Insult™, which Mandrill believed would rid the Caribbean of pirates once and for all.



This was all very interesting, but my immediate concern was getting Pegnose Pete to jail. Looking at the crawdad trap outside his front door, I thought I knew how to do that.

After Mandrill left, I smeared the jail's chicken grease on Pete's welcome mat.

Now I had to get him out of the house. I knew the one thing that could scare this big bad bank robber. I took the duck out of my pants and hoisted it through the window.

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Pete dashed out the door, slipped on the mat, and landed in the crawdad trap. It was a perfect example of de-duck-tive reasoning applied to the apprehension of criminals.

It Wasn't His Booty That Convicted Pete, It Was the Little Screw He Mislaidd

Inspector Canard wasn't as impressed as I was with Pegnose Pete's capture. Oh, he was going to put him in jail; Pete was wanted for plenty of crimes. But I still needed to find the loot and a connection to Pete. To find the loot, I needed to return to Mandrill Mansion.

Ozzie asked me what I was doing there. I asked him if he hired Pete to set me up for the bank robbery. I told him I had overheard him talking to Pete, and that I had seen Pete's Booty Showcase. When he asked me what it was like, I said "lots of booty."

That was just enough to send him off to check...which gave me the chance to follow him into the forest.



Once I got into that trackless wilderness, I was very glad I had given those termites a free meal on Ozzie's cane. He left behind neat little piles of sawdust that made the path perfectly clear. Eventually we emerged from the forest on the edge of a sunlit lagoon.



I lost him for a minute, then saw him emerge from a stand of trees down the bank, muttering to himself about the Ultimate Insult™. I waited until he left, then walked over to investigate. There in the trees, where Ozzie had appeared behind a hillock, was the secret entrance to an underground cave.



This was definitely the Booty Showcase, but I didn't see anything that resembled the Marley family heirlooms. I wondered if Pete was holding out on Ozzie, stashing the heirlooms until he got his money. That's what I would do, dealing with a tightwad like Ozzie.



Then I noticed a small red button on the table. I pressed it and the curtains parted to reveal a window on an underground cavern. A stray ray of sunlight illuminated the Marley heirlooms. The bottom of the lagoon was calling me... Guybrush Threepwood, the Pirate Who Can Hold His Breath for 10 Minutes, so I went there.

I dove into the deep water and I couldn't see anything. A lot of good holding my breath was going to do me. The only thing I could see was a school of fluorescent fish swimming by—very pretty actually, kind of like fireflies... fireflies, of course!

I remembered using fireflies in a jar in a previous adventure, but I had a difficult time attracting them then. Here, I already

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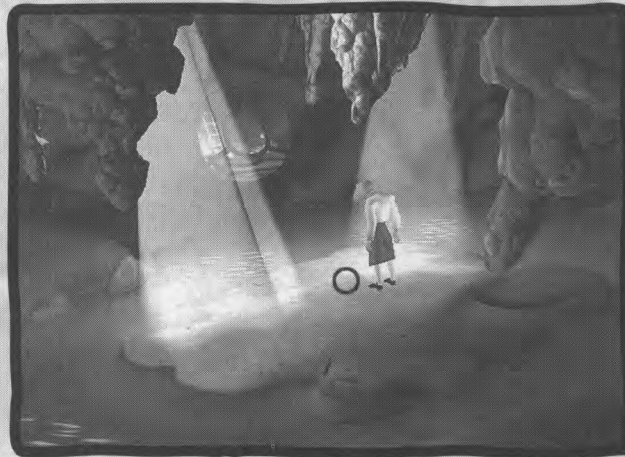
had bait in a convenient container. I opened the Scupper Ware as the fluorescent fish swam by and presto—instant underwater lantern.

Now that I could see, it was obvious I wanted to go to the cave at left. Inside was that chest of heirlooms highlighted by the shaft of sunlight. When I picked it up, a little brass screw fell out. It looked like the kind of screw used to fasten artificial noses—a crucial piece of evidence. I picked it up and headed back to town.

I showed the screw to Inspector Canard, pretty much wrapping up the case. I gathered my crew and headed back to Mêle Island™.

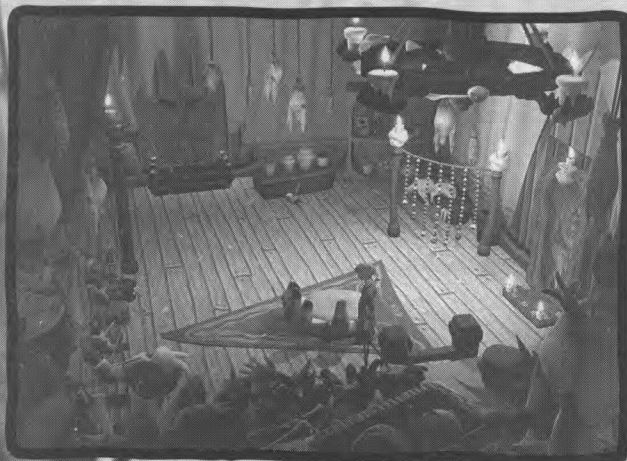
I'm Without a Blue Clue, That Is, a Clue to Something Blue

I checked back in with my lovely wife because I was confused at this point, and, frankly, she wasn't much help. She suggested I see the Voodoo Lady. Considering that the Ultimate Insult™ was a voodoo-ey kind of thing, that wasn't a bad idea.





The International House of Mojo had undergone major renovations since last I visited M  lee Island™. The layout was different inside as well. The Voodoo Lady used to show up as soon as you neared the back wall, but obviously she had redesigned things. It took some kind of signal to summon her...like a voodoo magic doorbell. The hand-shaped table was too obvious, so I pulled the index finger, and it worked.



The Voodoo Lady and I exchanged pleasantries. Then I asked her about the Ultimate Insult™. She told me it was a mammoth voodoo weapon that would break the will of any pirate. Unfortunately that was all she knew...except that pieces of it were scattered on some Caribbean island. She didn't know which one.

When I was sure that was all she knew, I asked how the Marley heirlooms related to the Ultimate Insult™.

The heirlooms were actually Grandpa Marley's wedding presents—two earrings, a necklace, and a pen

on a chain. The objects fulfilled the traditional formula of "something old, something new, something borrowed, and"...well, that was the problem, there was no "something blue."



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The Voodoo Lady was sure that somehow, when assembled, the four gifts would serve as a key to finding the island where the Ultimate Insult™ was located. But she didn't know where the fourth gift was, or even what it was. She said something about finding the original owner of the earrings.

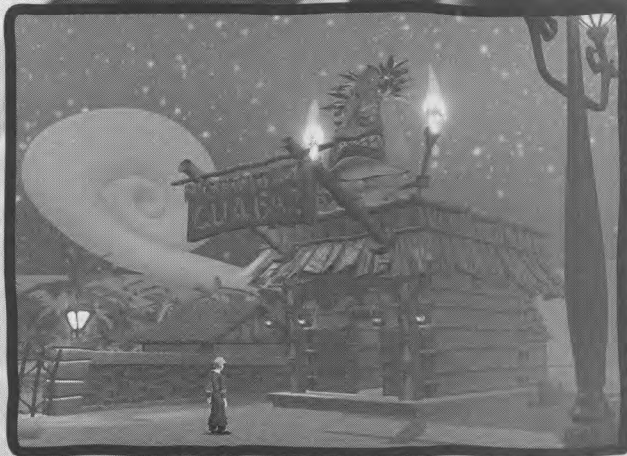
I was back on the street again, more confused than ever. I headed for the SCUMM Bar, but something about it just didn't seem right.

I wandered along the path out of town and found myself at the house of my old shipmate Meathook. I'd heard that he, like Carla and Otis, had escaped from Monkey Island™ and was back on Mêlée.

Clearly his fortunes had improved. His house looked much cleaner and in better repair, and there was now a bridge where once one had to make do with a cable and a rubber chicken with a pulley in the middle.

I found Meathook at work on some paintings—some wax paintings, actually. I said “Hi.” He responded that he had heard I had been eaten by a clam. I brushed this off and asked about his paintings. As a boy, Meathook had had artistic inclinations. Those hopes were dashed when he lost both his hands. But by putting candles on his hooks, he could use colored wax to produce the effect of oil painting.

I started to remember how Meathook's conversations could run on. I cut him off by asking him if he could help me find the Ultimate Insult™, and if he knew anything about the fourth wedding present. Here he was actually some help.



As a child prodigy he had painted a map of the Tri-Island Area for Grandpa Marley to give as a wedding present to Elaine. But he had never given the map to Grandpa Marley, because the old man had disappeared on a trip to Australia. Meathook had painted over the map afterwards, and had no idea where it was—maybe somewhere on the island.

Meathook had brought out some of his paintbrushes from the old days. I could never resist anything free, so I picked up one and headed back to town.

I kept thinking about those pink wooden earrings, and how much they reminded me of my ship. It was worth a shot. I walked down to the docks and tried them on the figurehead.

I have seen some weird sights in my years in the Caribbean. I have seen a giant monkey head that was an entrance to the subterranean fires of Heck. I have seen a ghost spinster reunited with the spirit of her dead lover. I have followed the giant Lemon that Walks Like A Man to taunt a lactose-intolerant volcano god.

But nothing gave me the chills like the unearthly green glow of vile voodoo magic that engulfed the figurehead of *The Dainty Lady* when I placed the earrings in her ears. The sight, eerie as it



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was, was nothing compared to her voice. She sounded like she had gargled grog and the grog had lost. Although I gave her the necklace and hung the pen from it as well, she wasn't able to help me with either the location of something blue or the Ultimate Insult™.

Frankly, I was frustrated. I went over to the grog machine to gaze fondly at the cans on display. I was about to leave when I noticed a quarter in the coin return slot. Could my luck be changing? I re-deposited the quarter and waited for my grog. And waited for my grog. And... no, my luck hadn't changed.

I kicked the machine.

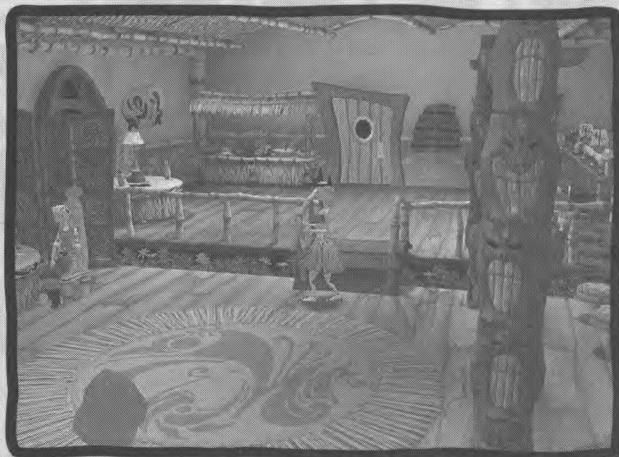
I punched and pushed the machine.

Finally I yelled at the machine, and got a case of grog for my troubles. I figured Elaine wouldn't let me have more than one, so that's all I picked up. But it reminded me that I wanted to check out the SCUMM Bar, and find out what re-naming it the LUA Bar was all about. I smelled an Ozzie in the works.

It was worse than I had thought. They had taken a perfect unsavory pirate groggery and turned it into (shudder) a yuppie Polynesian-themed sushi bar, complete with an insipid waitress in a grass skirt. Worse yet, it was, heaven help us, cute. The sushi was delivered in little pirate boats floating in a water trough.



What really attracted my attention was a painting over the trough. It was a Meathook landscape, perhaps the very one I was looking for. I had to get that painting. If I could do something to mess up this miserable raw fish emporium, even better.

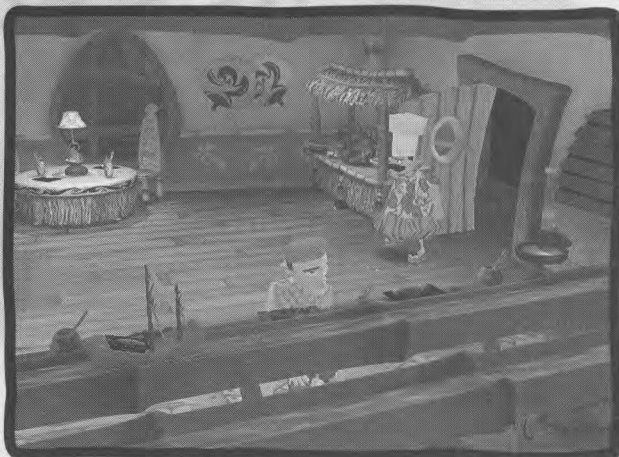


I sat down at the sushi bar and called the waitress over. I asked for something cooked, knowing that they served flaming cuttlefish. As soon as she left with the order, I got out my paintbrush and waited for the little flaming boat.

As it passed around the curve at the bottom of the bar and started back up, passing behind the pole, I thrust the paintbrush into the mechanism. Sure enough, it jammed, stranding the flaming boat right under the painting. The flames melted the wax. Out of the

kitchen came the chef to see what was wrong.

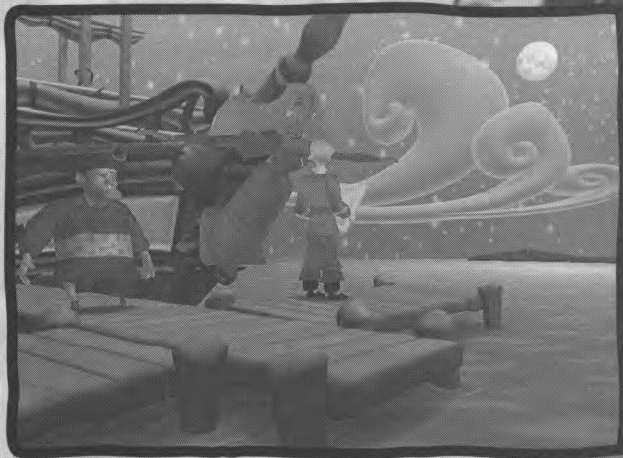
I dashed into the kitchen and immediately noticed a large copper boiler. This apparently was the steam generator that ran the sushi boat motor. If I put out the fire, I could be sure that the flaming cuttlefish would thoroughly melt the wax on the painting. I dumped ice-cold grog onto the fire, extinguishing it.



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In the ensuing confusion, I easily acquired the painting, especially since it was now “ruined.” I headed down to the dock. I now had an idea what the pen was for. I gave the painting to the figure-head and asked her to draw me a picture of the Ultimate Insult™.

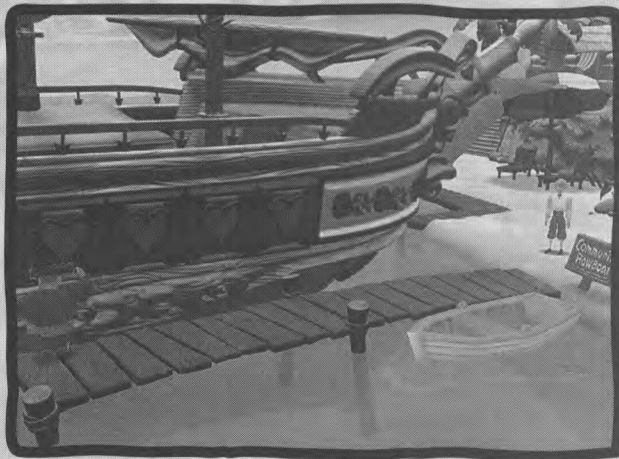


Then I gave the map to I. Cheese, and we were ready to sail for Jambalaya Island™, the home of the Ultimate Insult™. My darling wife came down to the dock to see me off, which I

thought was rather sweet. She was consoled somewhat over the thought of my absence when I gave her back the gubernatorial thingy.

I Knew Ozzie Was Evil, but—Groggocino?!

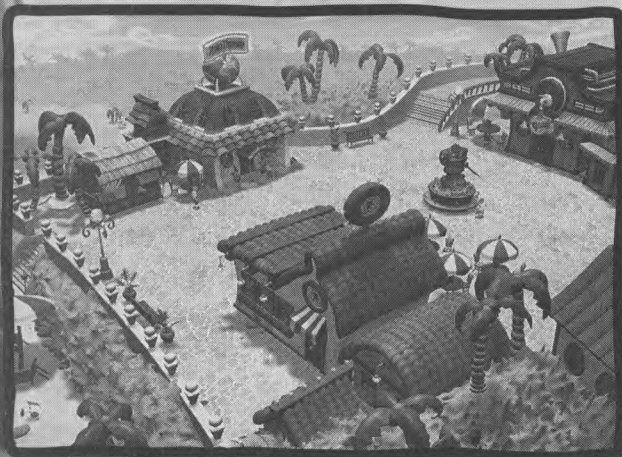
As I docked the *Dainty Lady* in Jambalaya Harbor, something struck me as wrong about the island, something unpirate-y, something...Ozzie-ish. Maybe it was the beach chairs, or the (ugh!) tourists, or the fact that we'd been off the ship 10 minutes and Otis was bored rather than already arrested.



But the future of piracy depended on my finding the Ultimate Insult™. I gritted my teeth, swallowed my apprehension, squared my shoulders, sucked in my gut, and firmly set my feet on the steps leading up from the beach into town.

It wasn't pretty...or rather, it was *too* pretty. The town looked manicured and commercially successful. Lucre had always cheerfully exploited pirates, but at least most of the tradesmen on Lucre were (or had once been) pirates. It isn't as bad to be cheated out of your coin by a friend who's faced the same dangers you have.

On Jambalaya, all the stores were franchises—local outlets of off-island companies, staffed by (shudder) businesspeople who'd never slit a throat or sunk a galleon. How could you trust someone like that?



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I started my explorations with StarBuccaneer's™, a place that sold 300 kinds of coffee. As far as I knew, there were only two kinds—black or undrinkable—but I was willing to learn. I took a long look at an empty mug in the window by the door. At least not everything on this cursed island was orderly.

I went inside and picked up the mug; I was pretty sure this was the kind of place that offered free refills. The counter clerk confirmed this and gave me a mug of something called groggocino. It looked pretty dangerous, so I stored it away for later.

I went over to a tourist in the middle of the place to see if she had anything worth stealing. I looked in her bag, but there was only a StarBuccaneer's™ souvenir mug there. I picked it up just to keep my hand in.

I was hoping the place might have free food, but all I could see was a tray of mini-bagels with salmon lox Schmeear Whiz™ at the end of the counter. I



tasted the Schmeear Whiz™. It was incredibly bad. Still, you never know. I put the remains in my pocket and went back outside.

I saw a restaurant called Planet Threepwood. That seemed too weird, so I went to the center of the square, where an



oddly dressed tourist was admiring a statue of an odd-looking pirate named Tiny LaFeet.

I complimented his ensemble, then asked what he was doing. He told me about the famous Tiny. I asked what made Tiny famous, and nearly threw up at the answer. I expressed doubt about the reality of a polite pirate.



The tourist said something about his son living on a nearby island. I decided I was getting nowhere talking to civilians. Maybe I could get some Ultimate Insult™ information talking to a real pirate. But first I needed a drink, so I went into the nearby Microgroggery.

At least this almost looked like a real bar. I was consoled by seeing Carla there, even though it was clear the island had affected her too. She had been drinking too much. I asked the bartender for a drink and he asked me for ID.

I had hoped this kind of thing would stop once I got married—that my newfound maturity would somehow show in my face. Apparently not. He was willing to serve me something called grog jr., which I tucked away. It looked too wimpy to drink.



Believe Me, No Matter How Bad You Think It Is, It's Better Than Knuttin

I decided to check out the nearby island (I later learned it was called Knuttin Atoll™) using the almost seaworthy community rowboat. On the way, I was almost capsized by a cannonball from an imposing ship of the line commandeered by an Admiral Casaba.

Casaba was a raving nut case, but he was on the right side of the cannon, so I was polite and left as soon as possible.



Knuttin Atoll™ certainly lived up to its name. It was a sharp contrast to the sunny capitalism of Jambalaya. From the look of it, any pirates who lived here were paupers in rundown shacks.



You can imagine my surprise when I learned that a principal feature of the beach was a puppet theater—in my experience, puppet theaters are not successful ventures in poverty-stricken neighborhoods. Stranger still—the featured puppets were miniature versions of LeChuck and myself.



I tried talking to the LeChuck puppet. He claimed to be Hellbeard the Pirate, who had disappeared some 50 years earlier. Not having much experience with delusional pirate puppets, I decided to go along. But when I asked about Hellbeard's disappearance, he distracted me and disappeared.



The little Guybrush showed up. I was getting tired of this and asked to talk to the puppeteer. I had to ask twice. He was clearly insane. I thought visual aids might help. I stopped talking and showed him the picture of the Ultimate Insult™. He freaked out and ran away, leaving his puppets behind. I thought Elaine might get a kick out of them, so I picked them up.

Another odd feature of this beach was a white schoolhouse off to the back. There didn't seem to be many children around, and the brightly painted, well-maintained schoolhouse stood out in sharp contrast to the local hovels.

The teacher, Miss Rivers, explained this was the Ozzie Mandrill Pirate Transmogrification Center, where nasty smelly pirates (like me, she kindly pointed out) were changed into decent productive members of society.



There had to be something I could do to sabotage this disgusting brainwashing. I asked her to sign me up.

The whole thing was vile...full-grown pirates jammed into tiny desks and humiliated by this dictatorial dwarf of a teacher. I don't remember much else except the final exam, where, as an example to my fellow students, I gave the most uncompromisingly ruthless, pirate-y answers I could think of.

Unfortunately, they didn't seem inspired. All I earned for my trouble was more humiliation in the form of a dunce cap. At least no one could say I didn't get the point.

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Frankly, I was angry and decided to do something about it. I had noticed a chest of confiscated goodies in the corner, and thought there might be something there worth stealing, but first I had to get Miss Rivers out of the way. The fire alarm on the outside of the building seemed a good way to do it.

I ran back inside and found the chest. I knew I didn't have much time, so I grabbed the first thing I saw on top... a collectible trading card. It was even a valuable rare one, but this was really more of a treat for little pirate tots, rather than a grown married pirate. Still, I knew I could get a good price for it and tucked it away, but I wanted to try once more. Besides, it was fun watching Miss Rivers dither. This time I found a nifty parrot whistle. It was good that I hurried, because Miss Rivers was back through the door in a flash and shooed me out.

I decided to wander on down the beach to the right of my boat and see if I could find anyone who knew something about the Ultimate Insult™. At least I found a pirate: Tiny's son, Jumbeaux LaFeet.

Actually I found two. Jumbeaux was talking to a rough-looking woman pirate named Daisy, but she took off in a hurry. It seems the ever-efficient and ever-insane Admiral Casaba regarded any gathering of three pirates as a conspiracy and fired off a cannonball as a subtle reminder to break up the discussion.

I asked Jumbeaux about his parrots. They were amazing voodoo parrots, one of which told the truth and one of which always lied. I asked him how to tell which was which, but he couldn't figure it out. I commented that he was large, and asked if Tiny was his father.



As we talked more about his father, I learned that Tiny was a real pirate after all, and that the Ozzie-run town authorities had lied about him. What a surprise, that Ozzie would lie about a pirate to protect his economic interests.

The Truth May Not Set You Free, but You May Get Boulder

I asked about the missing hat on the statue, because a hat might help me build the Ultimate Insult™. Tiny was the one who had taken it, but he had buried it in the field of boulders and couldn't remember where. I walked to the right to get to the boulder field. It was a little intimidating.



It seemed to me that a magic parrot that always told the truth would be useful. Fortunately I had a parrot whistle. I used it, and the two parrots showed up. Now my challenge was to figure out which one told the truth and which one lied.

I suddenly remembered something that the Microgrogery bartender had said about grog jr. and a parrot. I fed grog jr. to one parrot, and then—just to make sure I could tell them apart—I fed

groggocino to the other one. Now I had one staggering parrot, and another that was bobbing up and down.

I gave them a simple mathematical problem, and noticed which one solved it correctly. That was the truth-telling parrot. No matter which



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position he landed in on whichever boulder, I could distinguish him by his reaction to the stimulant I had fed him.

I asked him if the hat was under the boulder he was sitting on. He said no. I asked which way the boulder with Tiny's hat was. He told me. I walked in that direction, blew the parrot whistle, and asked the truth-teller the same two questions. I proceeded in this way until I found the right rock.

Now I needed to move the rock to get the hat. Where was one of Casaba's cannonballs when I needed it? Wait a minute. All I needed was two other people to talk to. I brought out the two puppets and started an argument between them.

Admiral Casaba came through as expected. Still, it was a little close for comfort, and I decided to take my bronze hat and row back to the main island. I was particularly intrigued by a large pink villa I had seen on the southern side.

I Talk to Stan, Take a Dive, and Get Mugged

Just because it's garish doesn't mean it's safe. The villa was the newest enterprise of my old "friend" Stan.

Why hadn't I suspected that on an island devoted to ruthless commercial



exploitation, I would run into Stan? I already knew that the only way to survive with Stan was to keep the conversation to a minimum and pick up on all the free stuff he had to offer.

I took a brochure off his desk and the glue sitting on a ledge in the front of his building, and headed west on the path toward a huge tower of rock.

Marco de Polo. What can I say about him that he hasn't already said? He is a vain, egotistical diving jock with a persecution complex.



At this point I was getting pretty fed up with this island—enough that I was willing to stoop to some petty sabotage, so I put some Schmear Whiz™ into his baby seal oil.

I talked to him about how he got into the diving game, asked him if he was the best. Something about him just stuck in my throat (like the Schmear Whiz™), so I asked if I could compete against him. I needed to be certified by the diving judges.

They seemed agreeable, except for the first one, who was grouchy. The sight of the trophy strengthened my resolve. It looked just like the middle part of the Ultimate Insult™. I had to win.

Anyway, I asked to be certified, and after some intrusive ordeals involving a staple gun, I got my certificate and returned to Marco to tell him I was ready to dive against him.

He dove first, and one of the judges reeled off a puzzling combination of dives. I just jumped off, figuring I could refine my technique later. My score wasn't that great, so I decided to ask the judges what I could do. I asked the grouchy judge why my score was so low, and he told me Ozzie was bribing him.

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It was clear I needed to apply pressure of my own. Something in Stan's brochure gave me an idea. I looked at it, and saw the grouchy judge with a blonde woman who was clearly not his redheaded wife. I showed him the brochure. It was easy then to bring him around to judging fairly.

The middle judge seemed to be worried about aerodynamic form and small splashes. I thought I knew what I could do about that: copy Marco's moves.

He had four dives that he used in combination: the Keelhaul, where he held his head up, the Rum Barrel, where he held his head down, the Spinning Swordsman, where he looked to the right, and the Alpha Monkey, where he looked to the left.

So if Marco did a Rum Barrel, Alpha Monkey, Swordsman combo, I just had to follow with a Down, a Left, and a Right.

I told Marco I wanted to dive again, and noted his moves. Then I put on my dunce cap to cut the size of my splash and did just what he had done. This put us in a tie, which gave me the opportunity to dive first.

I knew that it didn't matter what I did. The pressure would make him rely on his seal oil, and the salmon additives would attract enough seagulls to throw him off. I picked up my trophy (or, as I thought of it, the bottom third of the Ultimate Insult™) and headed back to town.

I remembered that Stan offered a prize to get people who could stay awake during his entire pitch. I stopped off at StarBuccaneer's™ and got some more groggocino. Then I walked back to Stan's, drank the groggocino, and asked to hear his pitch. Three hours later he rewarded me with a gift certificate for a Mega Monkey Mug Meal at Planet Threepwood.

It was time to investigate this strange restaurant with my name. I was surprised to see my old pal Murray, the Evil Demonic Talking Skull, outside on a stool advertising the restaurant.





Once I thought about it, it made perfect sense that—like Stan—Murray should show up here where the taint of Ozzie lingered in the air like the stink of bad cheese.

I didn't feel I had time to chitchat with Murray, so I went inside and checked out the specials on the board by the door. There was something about this Mega Monkey Mug that I thought might be the last piece in my Ultimate Insult™.

I told the waitress I was ready to order. I really didn't care what I had to eat or

drink, as long as I got my Mega Monkey Mug. I sat down and she brought it over.

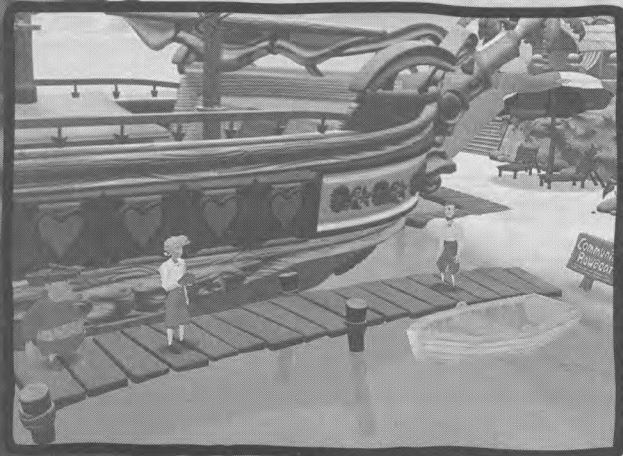
It looked just like the headpiece in the drawing, but I had the feeling I couldn't just pick it up and walk out with it while the waitress was watching me. I needed a distraction.



I asked the jolly pirate caricaturist to draw my picture.

He asked me some irrelevant questions, but the main thing was that I got my picture drawn. Then I used the glue from Stan's to glue the picture to the Starbuccaneer's souvenir mug. It looked like a good enough match to fool the waitress, so I switched the two mugs.

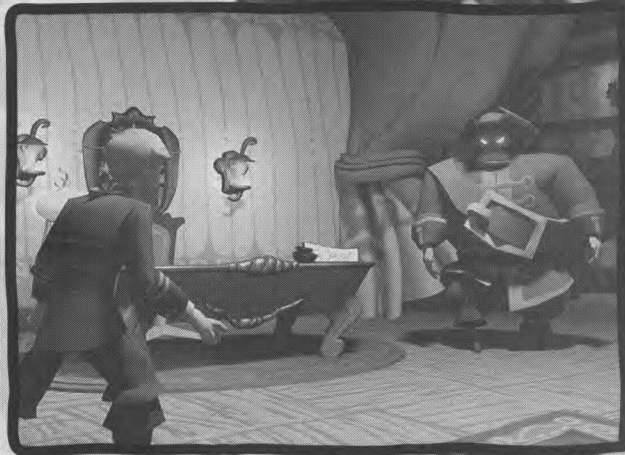
Now I could put together the Ultimate Insult™ and I was ready to head home to Mêlée, check in with Elaine, and confront Ozzie.



Monkey Island™, a Banana Picker, and Herman Toothrot—It's Déjà Vu All Over Again

My homecoming was not exactly what I had expected. There, behind the desk, sitting in my Plunder Bunny's chair, was the governor—Governor LeChuck, that is. This was not exactly what I had gone through all that trouble for. I had been expecting a hug and a kiss to welcome me home, not an undead ghost zombie demon from Heck. Love is like that sometimes. But it got worse. LeChuck was in league with Ozzie.

It made no sense to me. Whatever LeChuck's faults (and he had a sea chest full of them), he was still a pirate to his very bones, most of which were visible. All became clear when I learned Ozzie had promised LeChuck that he could marry Elaine once Ozzie had used the Insult on her. And they weren't going to let a little thing like an inconvenient husband stand in their way. The phrase "til death us do part" flashed uncomfortably through my mind.



Fortunately, Ozzie thought I had value as a hostage. They hadn't yet found Elaine (thank heaven), and hoped to influence her in some way. So they took away my Insult and stranded me on Monkey Island™.



I couldn't understand why they didn't use the Insult on me. Only later did I discover there was one more ingredient...

Monkey Island™. What was it about these haunted shores that kept calling me back? It certainly wasn't the monkeys. Oh, that was Timmy. It was good to see him. I couldn't figure out how he got here.

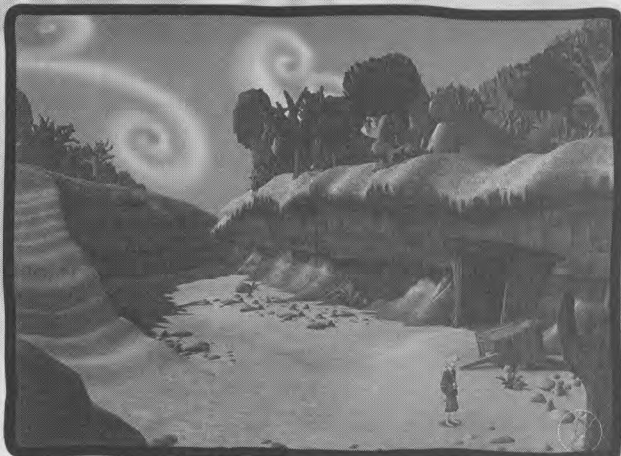
Well, as long as I was here, I thought I might as well look for help. I moved inland to investigate. I found a primitive campground, where I picked up a coconut. All the bananas were too high to reach without a banana picker. And then I saw him. Herman Toothrot, the hermit of Monkey Island™.

When I started talking to him, I realized he was even weirder than usual, because he had lost his memory. I once heard that a blow to the head could cure amnesia, so I lobbed the coconut at him...and it worked!

I asked him what the earliest thing he remembered was, and he said something about a milk bottle. I decided that

I would bring back a milk bottle if I found one, but until then, Herman seemed pretty useless.

I remembered from my first time on Monkey Island™ that I found some useful stuff in the canyon in the center of the island, so I walked there from Herman's encampment.



Chapter 6: Walkthrough

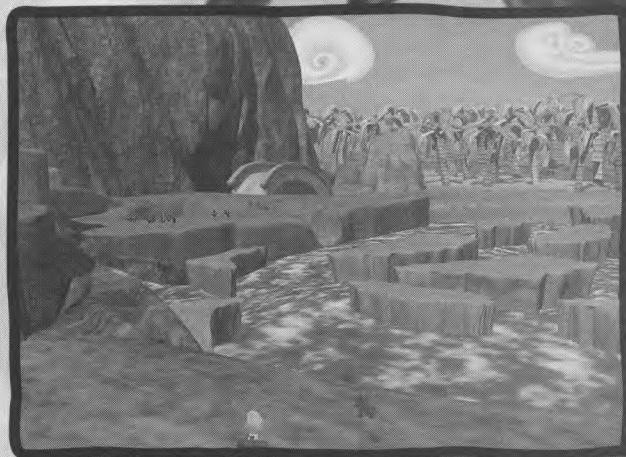
I ended up at a slightly different part of the canyon. I noticed an abandoned mine that might be worth investigating later. I was really pleased to find a banana picker leaning against a tree. Now I wouldn't starve.

I had the feeling that if I were going to find a way off this island and back to Elaine, I'd better explore some new territory. Most of what I'd seen on my previous visits didn't offer much hope for escape. I headed north until I found a lava field.

I also found the milk bottle...except Timmy found it first. And he threw it onto an island in the middle of the field. Timmy never did that sort of thing at home. I wondered if he had fallen in with a bad crowd of Monkey Island™ chimps.

The other feature worthy of notice was a foreboding cathedral overlooking the lava field. It didn't seem likely, but I climbed the hill up to it and went inside to see if anybody there could help me.

Over the door was a spooky face that looked like a skull. Two shields were in the eyeholes.



Something about them was disturbing, as if they didn't belong there. I used my banana picker to pluck them, and tucked them away. But that wasn't all that was weird about this church. For one thing, it had a river of lava running through it.



It also had a giant stained-glass portrait of LeChuck behind the altar, which certainly didn't make *me* feel spiritually refreshed. Still, something in the place drew me toward the altar. A ghost priest, Father Rasputin, welcomed me to the First Church of LeChuck.

I asked him about the river of lava. He said it was used in church ceremonies—weddings, in fact. The couple rode a boat

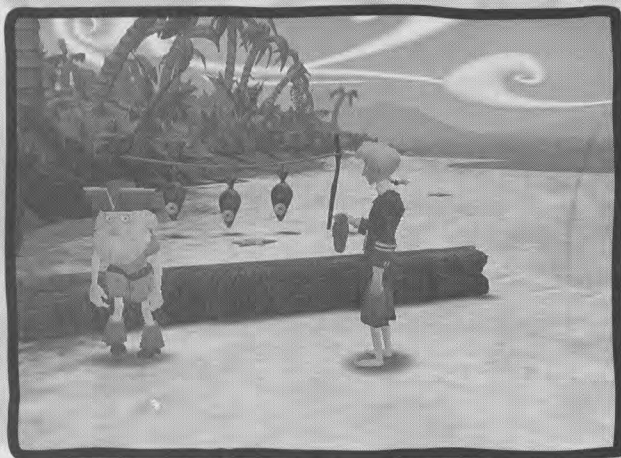
down the river as a symbol of their marital journey.

It occurred to me this might be one way to get Herman's milk bottle. I really wanted him to get his memory back, because if anyone knew how to get me off this island, it was Herman. I talked the priest into letting me ride in his little boat.

The lava field was a maze, but I figured out how to negotiate the channels in the right direction and which logs to clear out so I could whip out my banana picker and grab the bottle.

Negotiating the Lava Maze

The bottle will always land on the island shown here, but which side it lands on, and the placement of logs, are random. The trick is to learn the currents and move the logs out of your way. Pay attention to point X. As long as you lean on the left arrow going around that curve, you can go around the maze another time and won't be swept back into the cathedral, where you have to deal with the priest. The first picture shows the direction of the currents; the second shows a solution when the bottle is on the right half of the island.



I returned to Herman with the milk bottle and decided the best way to impress his consciousness was to throw it at his head. He remembered a little farther back—to when he woke up on the island next to an accordion. That was my next quest.

I wanted to get a really good view of the island, so I climbed Lookout Mountain. At the top, I discovered some small rocks that the monkeys had been throwing down some tunnels. By experimenting, I discovered that the rocks came shooting out of those tunnels onto natural ramps—where they would gather more speed and launch boulders to various spots on the island.

It was fun, but once I had diverted some lava into a puddle, I thought I saw how I could get to another part of the island. I went to investigate.

Monkey Pachinko

You have to master the timing. Three roots are circled on the drawing below. When you throw a rock down a tunnel, you should have another rock in your hand by the time the first rock reaches the root and makes it shake. Throw the second rock down the next tunnel immediately. The tunnels should be used in the order indicated in the filled circles.



Throw the rock in the first (right-hand) tunnel, then pick up another rock and highlight the command to throw it in the middle circle. When the first rock shakes the root, use **[Enter]** to activate the command to throw the second rock. Then immediately pick up another rock and proceed in the same manner with the next tunnel.

Remember that your last two rocks are thrown down the same tunnel. If you succeed with your fourth rock, you will see it go down the center path at the bottom.

Chapter 6: Walkthrough

I walked back up the hill by the lava field and told Father Rasputin I wanted to ride the lava again. This time I steered the boat to the outside path. Once I had gone past the escape flow, I steered into the newly made pool.

When I got out, I saw that my sighting from the mountain was correct. I now had access to a natural stone bridge that would take me to another part of the island.

To make sure, I walked uphill from the pool and kicked over a palm tree. Now I had a way to get back and forth that didn't involve a lava ride.

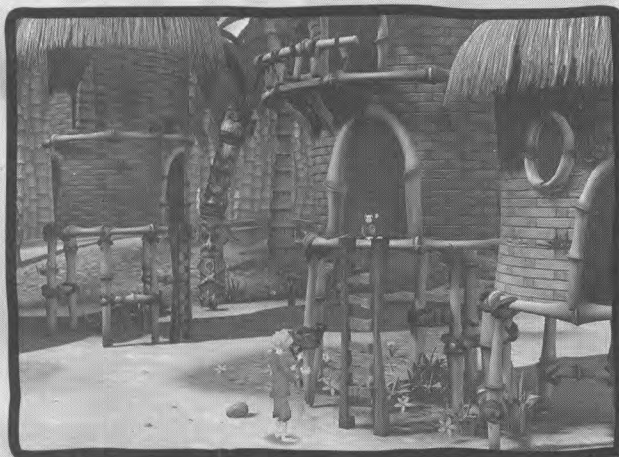
I walked over the bridge and to the east until I came to a path through the jungle. Some troublesome monkeys wouldn't let me through, so I hung back a ways from the start until I could see the path was clear, then ran all the way to the other end.



I found myself in a village populated entirely by monkeys. A regular Monkey Town.

At first my attention was attracted to a little fellow in a hat who seemed to be regarded by the others as a leader.

His bronze hat reminded me of the one I had used to construct the Ultimate Insult™. I noticed him because he started talking to me—a little unusual for a monkey. But I was really focused on getting Herman's memory back. In the center of town was, of all things, a high hut with a monkey in the door playing an accordion.



He seemed musically inclined, although he didn't seem to have much luck with the accordion (who does?). I remembered the shields from LeChuck's cathedral that had reminded me of cymbals.

I pulled them out and banged them together a few times, producing a satisfactory clang. The little monkey jumped down, abandoning his accordion, grabbed my "cymbals," and scampered back to his hut.

I picked up his abandoned instrument. Even if that accordion could somehow save the sanity of all the pirates in the Caribbean, it was still an accordion. The monkey got the better end of the trade.

Still, I couldn't help feeling optimistic as I once again dodged the monkeys on the path and walked back to Herman. I also couldn't help feeling I had forgotten something. Maybe Herman's amnesia was catching.

I threw the accordion at his head—by now my standard therapeutic technique—and the rest of Herman's memory opened. Boy, did it open.

It seemed he wasn't really called Herman Toothrot after all, but Horatio Torquemada Marley.

That's right, he was Elaine's grandfather, long presumed lost in a yachting accident off Australia. And yes, the Australian connection involved Ozzie Mandrill.

Herman...er...Grandpa Marley had, in a drunken revelry, not only informed Ozzie about the wonders of the Caribbean (which surely must have aroused Ozzie's greedy little real estate developer's heart), but also about its dark secrets, including the Ultimate Insult™.

And then Ozzie's yacht knocked Grandpa Marley's yacht into a freakish space-warping whirlpool, which deposited him halfway across the world on Monkey Island™ and knocked out a big hunk of his memory.

As I brought him up to date on Elaine, I kept asking about the Ultimate Insult™. I found out that it actually required a fourth ingredient—the Gubernatorial Symbol, of which Grandpa M., as former governor, had a spare.

He kept stressing how important it was that Elaine not be captured, so the symbol stayed out of Ozzie's hands. I knew

Chapter 6: Walkthrough

LeChuck and Ozzie better than he did. I had a feeling we'd better have a backup plan.

When I questioned him further, he said there might be a way to counter the Ultimate Insult™, if one could learn the primitive language from which it was constructed...monkey language. I needed to go back to Monkey Town.

But first I remembered the two things I had forgotten, and I was on the right part of the island to take care of them. I went back to the beach and used my banana picker (several times, actually) to bring down that bunch of bananas.

The way Timmy was jumping around at the sight of those bananas reminded me of a trick I had pulled on Monkey Island™ years ago. I wondered if it would still work. I offered Timmy a banana and then walked away. I was delighted to see that he followed me.



My other errand on this part of the island was investigating that abandoned mine in the canyon. I liked having Timmy along for company, so I kept feeding him. Once I got inside, it turned out to be a good thing I did.

It was your average abandoned mine. Rotting timbers,

mysterious pouch, derailed mine car, roots through the roof, strange door at the end of the tunnel...wait a minute, that strange door wasn't part of the standard equipment for an abandoned mine.

Somebody was trying to hide something from me, and if there's one thing I hate (aside from porcelain), it's an unsolved puzzle.

There was probably some kind of latch on the other side. I needed an inside man...or monkey. I opened the vent at the



bottom while Timmy was with me, and threw in a banana. The little scamp jumped right in.

I closed the vent and then looked through the portal. Timmy was fine, and it looked like the door would open if he climbed up over the latch, so I waved another banana in the portal. It all worked like a charm. Except that now Timmy was in my way, so I had to walk him out of the mine, then go through the doorway. It led to a big tube that I fell down.

At the bottom of the tube was a room full of machinery. Some inebriated miner apparently had left a weed whipper on top of the gears. (Fine. It's perfectly legal for me to drink, but I always get carded. On Monkey Island™, apparently, they flagrantly serve alcohol to miners.)

I whipped out my trusty banana picker and whipped that weed whipper into my pocket. For some reason I can't explain, doing all that whipping in an abandoned mine made me feel like I should be called Indiana.

Chapter 6: Walkthrough

I couldn't put it off any longer. I had to learn the monkey insult language. As I walked past the lava pool, I noticed all the weeds growing there. And I just happened to have a weed whipper. Bye-bye, weeds.

Once more up the path, I started talking to JoJo Jr., the monkey in the hat, because he was the only monkey I knew how to talk to. I told him I admired his hat, and he began to tell me about Monkey Kombat.



Monkey Kombat

Monkey Kombat consists of five stances: Anxious Ape (AA), Bobbing Baboon (BB), Charging Chimp (CC), Drunken Monkey (DM), and Gimpy Gibbon (GG). Each form defeats two other forms. For instance, AA may defeat BB and CC.

I say "may" because the hierarchy is randomized with each new game of *Escape from Monkey Island™*, so there is no way to tell, without playing, which form will defeat which forms. And each stance is a combination of three monkey insults. The four monkey insults are Ooop, Eek, Ack, and Chee, or O, E, A, and C, for short. So you might have to say AEC to invoke DM.

You also have to use different insult combinations to *transition* from one stance to another. ACE might transition between CC and BB, but each of these is reversible, so ACE would also transition between BB and CC. And each of these is randomized with each new game of *Escape from Monkey Island™*. (Note: they do *not* change between battles, or in saved games.)

Guybrush should fight about three monkeys in the jungle before he takes on JoJo. It works like this: Each combatant starts with a certain number of health points (represented by a row of colored bananas). The opponent starts with a battle stance, which Guybrush—lacking any other information—must copy. The opponent then transitions to the stance that defeats the first stance.

Keep losing and write down the stance codes, the transition codes, and what beats what. When you have a large enough battle vocabulary, you can take on JoJo and win the hat. By the way, JoJo will fight down to the last couple of bananas, so don't give up. And don't throw away the codes...one more battle awaits.



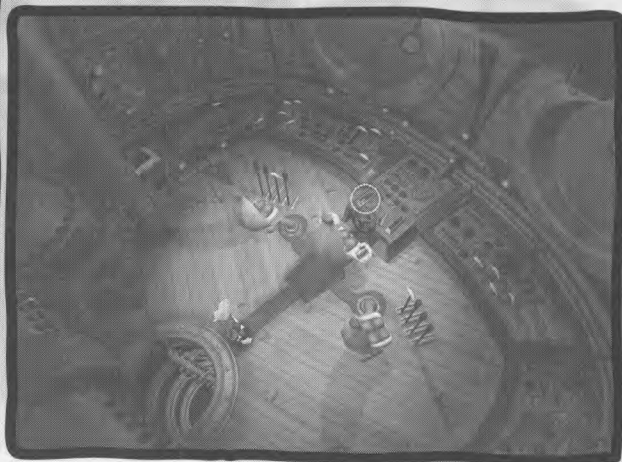
When I left the jungle path, I traveled east again. I was in familiar territory here. If I were going to make a giant Ultimate Insult™, I knew where I had to go...to the Giant Monkey Head. Even though it *was* the second biggest monkey head I had ever seen, it was still the most impressive sight I had ever seen.

I knew I needed to get inside. The last time I saw the Monkey Head I had a key that fit inside the ear. It opened a secret passage to the outer realms of Heck, but I knew that was closed now. I didn't have the key, so I would have to improvise.

I threw JoJo Jr.'s hat on top and then used my good old banana picker one more time with the Monkey Head's



nose to push the mouth open. Guess that made it a nose picker. Sorry about that.



Chapter 6: Walkthrough

Inside was a sophisticated control setup. It made me think this was some sort of giant mechanical device. There was an interesting slot at the center that looked like it would just fit a certain Gubernatorial Symbol that Grandpa Marley had given me. And then stuff started to happen.

There were several loud noises, and all the monkeys on the island started going...well...bananas. Just when I was sure the whole head would explode, there was a moment of silence. And Grandpa Marley and JoJo Jr. showed up.

Grandpa told me that the three of us were driving this giant robot to Mêleé Island™. Pleased as I was to see that he still remembered how to pronounce the accent marks and the ™, I still thought he might have been hit on the head once too often.

But this was one time when his crazy non sequitur proved to be not so crazy and pretty sequitur. We showed up near Mêleé just in time to disarm the broadcasting tower that Ozzie was going to use to fry the brains of the Caribbean pirate population.

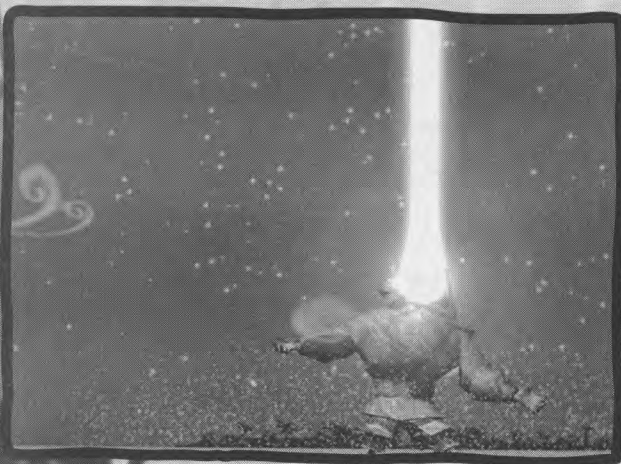
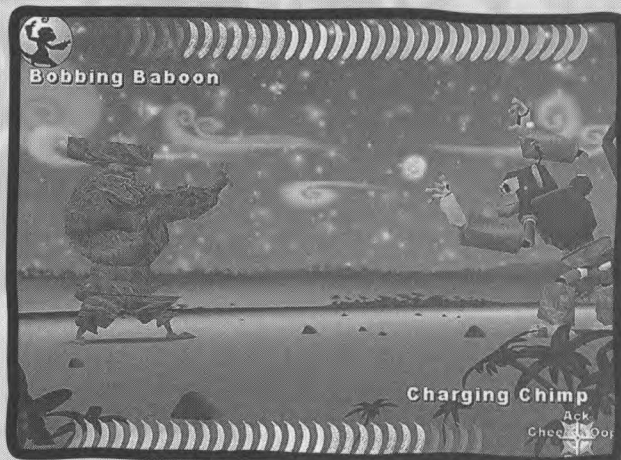
It was amazing how easily things worked when you had a giant robot monkey to do them for you. I, or rather my robot, picked up a plank that was lying to the side and put it in a small tower. Then the robot climbed the small tower, jumped from there up to the top of the tallest tower, and threw a switch on the giant conch shell.

Apparently Ozzie's failure was one failure too many for LeChuck. He dashed outside, used his own considerable voodoo powers, and put himself into the giant LeChuck statue that he had commissioned in the town square.



I showed up just after Giant LeChuck had picked up Ozzie and Elaine, and Ozzie had regained control by using the Insult on Giant LeChuck. It was clearly time for Giant Mega Monkey Combat.

I knew we were both too powerful for me to out-insult him, but I hung in there, taking his blows and giving as good as I got. We tied three times and LeChuck got so frustrated, he started pounding his head with his fists, which thoroughly squashed Ozzie Mandrill, who was riding in his hat. He also jammed the Ultimate Insult™ into his head, which resulted in a massive voodoo explosion, sending LeChuck into the stratosphere.



Then it was time for the obligatory reunion and denouement. JoJo took off in the giant monkey, and Grandpa agreed to stay on and be governor so Elaine and I could be pirates again. Elaine stalked off, disgusted with something I said, and Timmy pushed me off a small cliff. Ain't love grand?

Chapter 7: Inventory



Loot, Booty, and Other Paraphernalia: The Escape from Monkey Island™ Inventory

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Hot coal	Found in brazier on the honeymoon ship	To fire loaded cannon at the enemy ship
Bowl of kudu jerky pretzels	In the SCUMM Bar, at the back table	To distract the catapult guy outside Mansion
Deflated inner tube	Near the grog machine at the harbor on Mêlée Island™	With cactus near Mansion to create a slingshot which will destroy catapult
Cushy government job contract	In the china commode in Governor's Mansion	(When signed) To enlist Otis and Carla for ship's crew
Gubernatorial symbol	Talking to Elaine, Governor's Mansion	To procure ship, harbor, Mêlée Island™
Duck	Outside Bait Shoppe, Lucre Island™	To scare Pegnose Pete into leaving his hideout
Letter from Grandpa Marley	Talking to lawyers, Lucre Island™	To get into safe deposit box in the bank on Lucre Island™
Spritzer	On the ground near perfume stand, Lucre Island™	To make home-made perfume to spray on Deadeye Dick in Palace of Prostheses to obtain Pegnose Pete's alias

Chapter 7: Inventory

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Cologne	Left side of perfume stand, Lucre Island™	To spray on platypus, Ozzie Mandrill's house, Lucre Island™, to get Ozzie to break his cane
Free bait	Found at the Bait Shoppe on Lucre Island™	To use with Scupper Ware from bank, Lucre Island™, to attract glowing fish to find Pegnose Pete's underwater stash of loot in the lagoon
Free bait water	Found at the Bait Shoppe, Lucre Island™	To use with spritzer from perfume stand to make home-made perfume
Termites	Found at the Bait Shoppe, Lucre Island™	To use with artificial hand from Palace of Prostheses to infest Ozzie's walking stick in the House of Sticks so he will leave a trail through the jungle
Wood shavings	House of Sticks, Lucre Island™	To use with spritzer to make home-made perfume
Can of chicken grease	Under Iron Maiden in Hall of Justice, Lucre Island™	To use with doormat outside Pegnose Pete's house to trip him up when he is scared by the duck

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Clock	Stolen from chess players on the harbor, Lucre Island™	Used with directions from Palace of Prostheses to navigate through the Mysts of Tyme
Sword	Bank vault, Lucre Island™	<ul style="list-style-type: none"> a. Used to break off bottom hinge on vault door b. Used to pry open crack in vault door c. Used to pop off manhole cover outside bank
Manhole Cover	Pried off manhole (with broken sword) outside bank, Lucre Island™	Inscription read off manhole cover provides clues to obtain artificial skin in Palace of Prostheses
Artificial Skin	Donated by Deadeye Dick in Palace of Prostheses, Lucre Island™ after Guybrush gives right names in story	Used with manhole to make trampoline to enter locked bank
Handkerchief (Pegnose Pete's)	Found in bank vault, Lucre Island™	<ul style="list-style-type: none"> a. Gives clue to identity of bank robber b. Gives perfume recipe when smelled

Chapter 7: Inventory

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Sponges	Found in bank vault, Lucre Island™	Used with broken sword and fine grog to open vault door in the bank
Music box	Safe deposit box, vault, bank, Lucre Island™	Played for Deadeye Dick to cover noise of Guybrush stealing artificial hand in Palace of Prostheses
Fine grog	Safe deposit box, vault, bank, Lucre Island™	Used with broken sword and sponges to open vault door in the bank
Scupper Ware	Desk in lobby of bank, Lucre Island™	Used with free bait to attract glowing fish
Artificial nose	Light fixture on balcony of bank, Lucre Island™	Evidence for convicting Pegnose Pete
Artificial hand	Basket in Palace of Prostheses, Lucre Island™	Used with termites to infest Ozzie Mandrill's walking stick
Directions (to Pegnose Pete's house)	Filing System Grabber in Palace of Prostheses, Lucre Island™	Used with clock on raft to navigate through the Mysts of Tyme
Flower	By fountain outside Ozzie Mandrill's house, Lucre Island™	Used with spritzer to make home-made perfume

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Swamp water	Puddle in the Mysts of Tyme, Lucre Island™	Used with spritzer to make home-made perfume
Marley family heirlooms (see below)	Pegnose Pete's underwater stash of loot below the lagoon, Lucre Island™	Used to prove Guybrush's innocence and allow Voodoo Lady on Mêlée Island™ to give clues to Ultimate Insult™
Itty-bitty screw	Pegnose Pete's underwater stash of loot below the lagoon, Lucre Island™	Evidence to clear Guybrush of the bank robbery
Earrings	In heirlooms found by Voodoo Lady	To bring figurehead on Guybrush's ship to life
Necklace	In heirlooms found by Voodoo Lady	Adorns figurehead, gives place to hang pen
Pen	In heirlooms found by Voodoo Lady	Gives figurehead a way to draw picture of Ultimate Insult™
Paintbrush	In Meathook's house, Mêlée Island™	Used to jam sushi boat mechanism at LUA Bar
Quarter	Coin return slot, grog machine at harbor, Mêlée Island™	Used to get grog

Chapter 7: Inventory

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Can of grog	Grog machine, harbor, Mêlée Island™	Puts out fire in boiler that powers sushi boat mechanism in the LUA Bar
Painting	Behind sushi boats, LUA Bar, Mêlée Island™	Fourth heirloom— Enables figurehead to draw picture of the Ultimate Insult™. Show to puppeteer, Knuttin Atoll™, to get him to relinquish puppets
Rowboat	Harbor, Jambalaya Island™	Used to get to Knuttin Atoll™
Empty groggocino mug	Window, Star-Buccaneer's™, Jambalaya Island™	Used (when refilled by StarBuccaneer's™ employee) to keep Guybrush awake during Stan's pitch and to identify Jumbeaux's parrot on Knuttin Atoll™
Souvenir Star-Buccaneer's™ mug	Tourist lady's shopping bag, StarBuccaneer's™, Jambalaya Island™	Used with glue and caricature to make fake Mega Monkey Mug
Schmear Whiz™	Counter at StarBuccaneer's™, Jambalaya Island™	To put into baby seal oil at plank diving competition to help Guybrush win

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Grog jr.	Microgrogery, Jambalaya Island™	To identify Jumbeaux's parrot on Knuttin Atoll™
Puppets	Dropped by fleeing puppeteer on Knuttin Atoll™	To attract attention of Admiral Casaba to smash boulder on Knuttin Atoll™
Dunce cap	Pirate Transmogrifi- cation Center, Knuttin Atoll™	Worn to help Guybrush win plank diving competition on Jambalaya Island™
Pirate Trading Card	Chest of confiscated pirate goodies in the school on Knuttin Atoll™	Used to uncover Parrot Whistle in chest
Parrot whistle	Chest of confiscated pirate goodies in the school on Knuttin Atoll™	Summons Jumbeaux's parrots
Bronze hat (1)	Under boulder on Knuttin Atoll™	Top third of Ultimate Insult™
Time share brochure	Stan's desk, Jambalaya Island™	Used to influence grouchy judge to help Guybrush win plank diving competition (must be examined after the judge talks about his wife)

Chapter 7: Inventory

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Glue	Building behind Stan's desk, Jambalaya Island™	Used with caricature and StarBuccaneer's™ mug to make fake Mega Monkey Mug; also can be used to help Guybrush ride mechanical manatee in Microgroggery
Mega Monkey Mug Meal coupon	Either obtained by listening to all of Stan's pitch or riding mechanical manatee in Microgroggery, Jambalaya Island™	Gets Guybrush Mega Monkey Mug in Planet Threepwood
Diving trophy	Won by Guybrush at plank diving competition, Jambalaya Island™	Bottom third of Ultimate Insult™
Caricature	Drawn by jolly pirate in Planet Threepwood, Jambalaya Island™	Used with glue and StarBuccaneer's™ mug to make phony Mega Monkey Mug
Mega Monkey Mug	Served with meal at Planet Threepwood, Jambalaya Island™	Middle third of Ultimate Insult™
Coconut	Toothrot's Camp, Monkey Island™	Used to restore first part of Herman's memory

ITEM	WHERE YOU GET IT	HOW YOU USE IT
Banana picker	Canyon, Monkey Island™	<ol style="list-style-type: none"> 1. Get shields over door in LeChuck's Cathedral 2. Get milk bottle in lava field 3. Get bananas on beach 4. Get weed whipper in machinery in abandoned mine 5. Used with Giant Monkey Nose to prop open Giant Monkey Head, Monkey Island™
Shields (cymbals)	Over door in LeChuck's Cathedral, Monkey Island™	Used to get accordion from monkey in Monkey Town
Milk bottle	Lava field, Monkey Island™	To restore second part of Herman's memory
Accordion	Musical monkey, Monkey Town on Monkey Island™	Restores third part of Herman's memory
Bananas	Picked with banana picker on the beach on Monkey Island™	Use to get Timmy the monkey to follow Guybrush to the abandoned mine

Chapter 7: Inventory

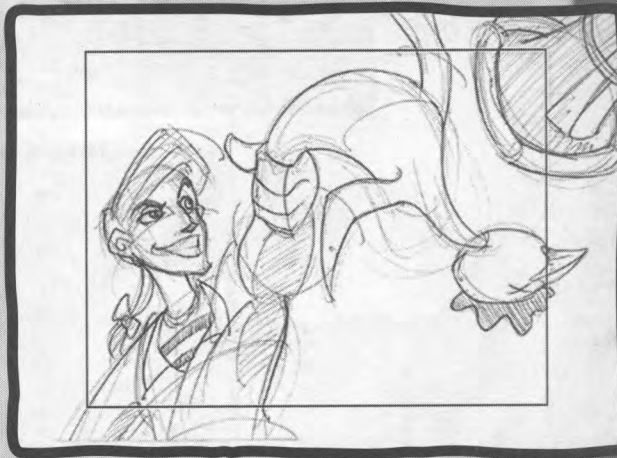
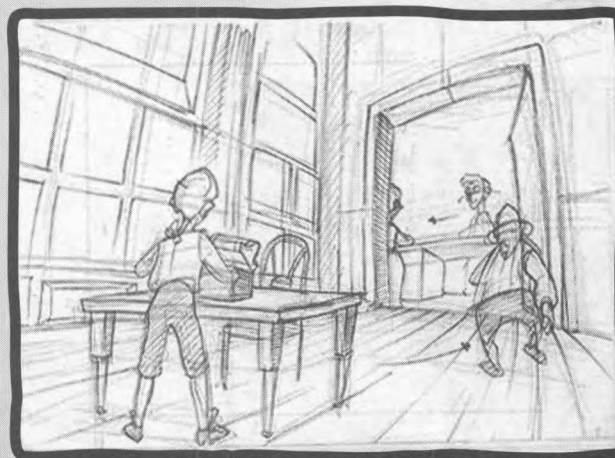
ITEM	WHERE YOU GET IT	HOW YOU USE IT
Weed whipper	Machinery behind door in abandoned mine, Monkey Island™	Picks up weeds around lava pool to release lava to power Giant Monkey machinery
Bronze hat (2)	Won from JoJo Jr. in Monkey Kombat on Monkey Island™	With Giant Monkey head, completes giant Ultimate Insult™
Gubernatorial Symbol (2)	Got from Grandpa Marley, Herman's Encampment, Monkey Island™	Used with control panel, Giant Monkey



Chapter 8: **The Art of Escape** **from Monkey Island™**



Chapter 8: The Art of Escape from Monkey Island™



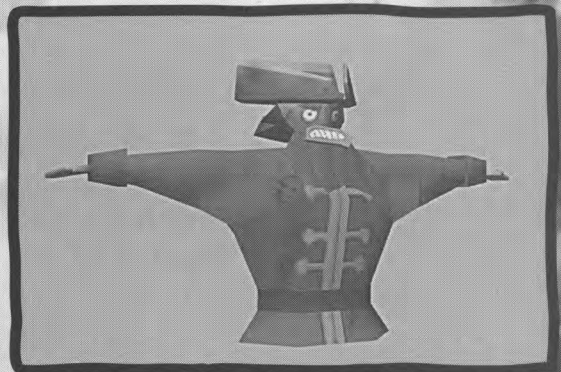
Sketches for part of the bank robbery animation sequence.

3-D Actors need sets to work on. Set designs for the interior of the Governor's Mansion and the Plank Diving Championship.





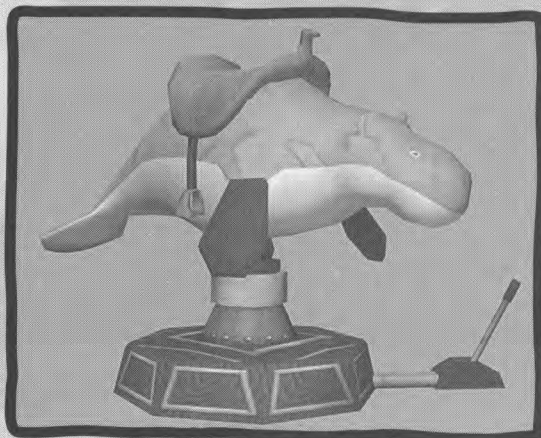
**Three different
versions of
LeChuck:
Sketch,
3-D Model,
and Puppet.**



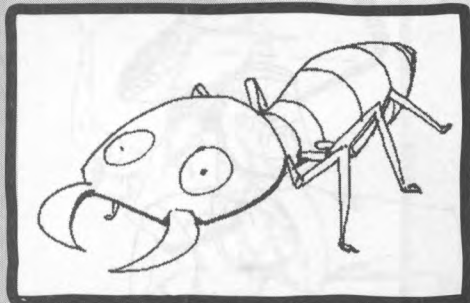


**Two different
versions of
Guybrush:
Sketch and
Puppet.**

**3-D Model of
the Amazing
Mechanical
Manatee.**



A Gallery of Eccentrics



**A Friendly Termite
from the Bait Shop.**



Clive the tourist.



**Yet another version of
LeChuck: Charles L. Charles.**



**Two old friends:
Stan and
Herman Toothrot.**



**Judge Tripps from
the Plank Diving
Competition.**



**Two members of
the fairer sex:
Mabel the tourist
from StarBuccaneer's™
and Miss Rivers
the teacher.**



Some conceptual sketches of locations in the game



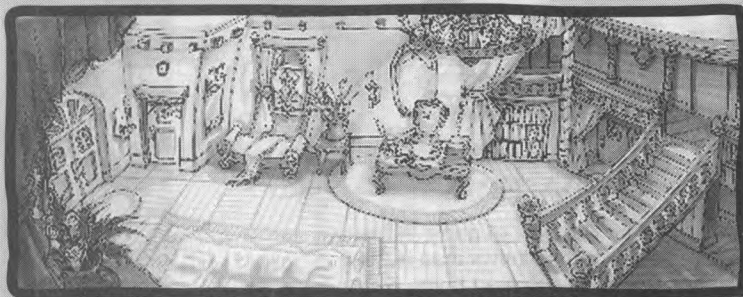
Sketch of the LUA Bar.

**Sketch of
the Giant
Monkey Head
on Monkey
Island™.**





**Sketch of
the Lagoon
(underwater)
on Lucre Island™.**

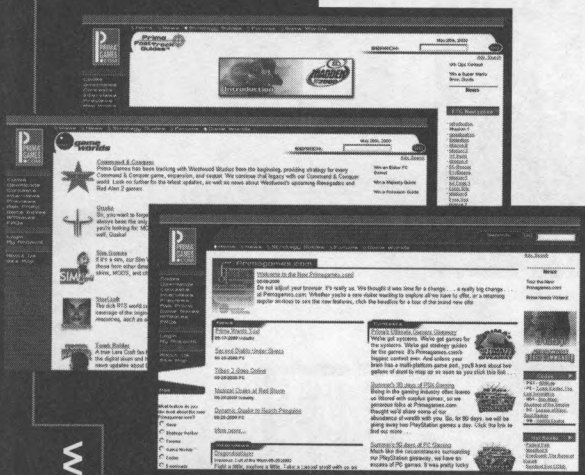


**Sketch of the interior
of the Governor's
Mansion, Mêlée Island™.**

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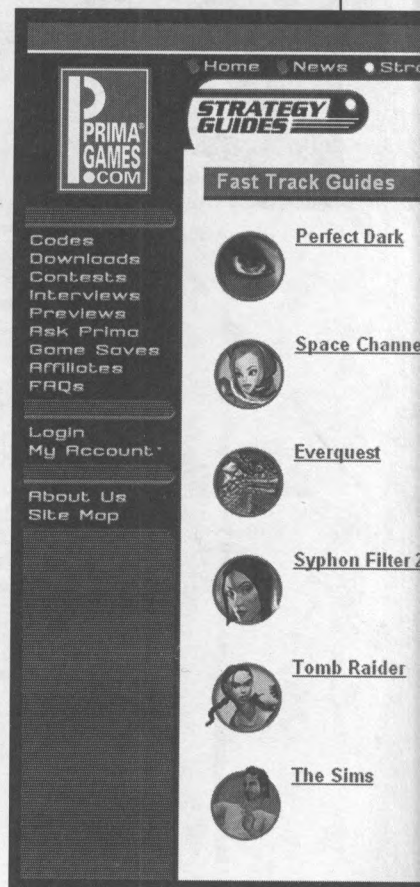


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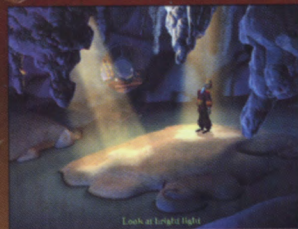
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